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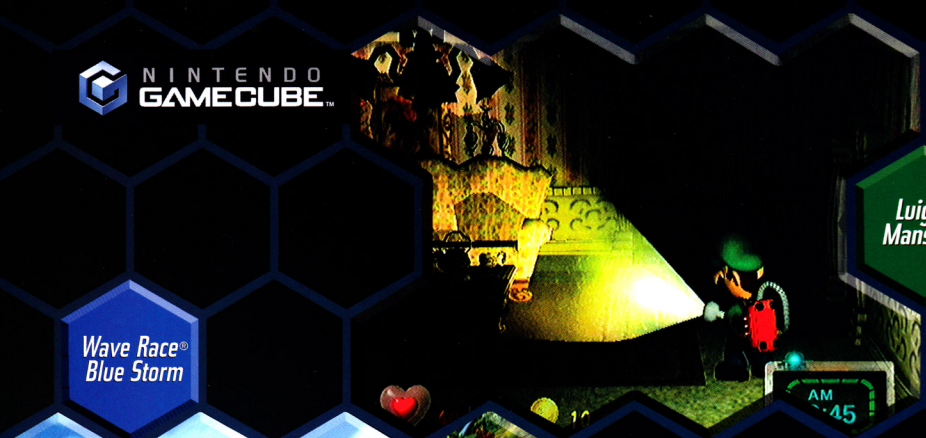

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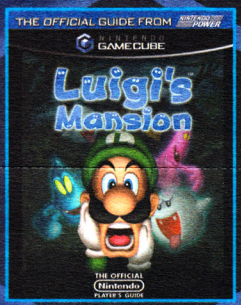

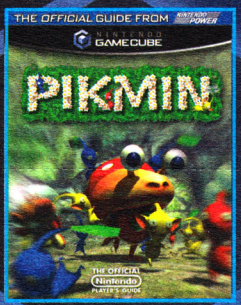

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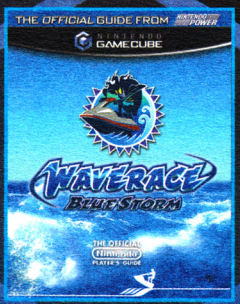

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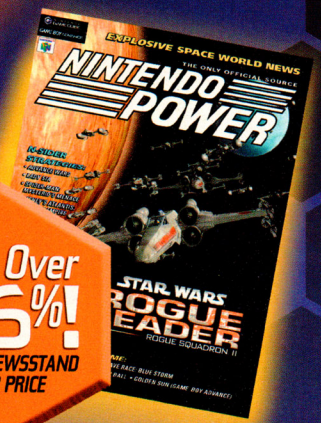

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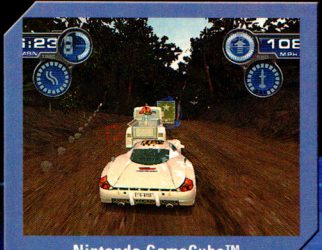

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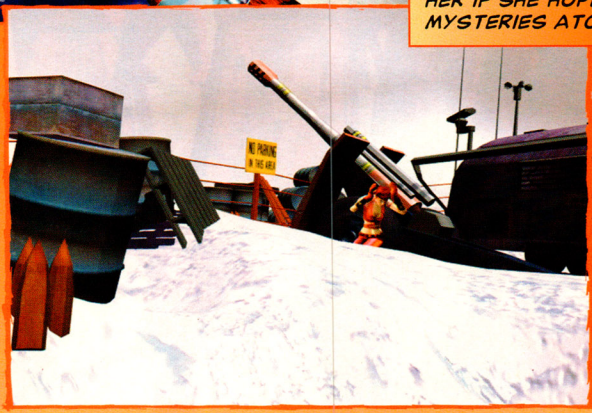

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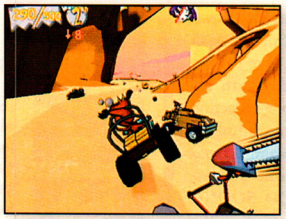

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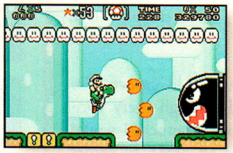

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PLAYER'S PULSE

What a shocker! You love the Nintendo GameCube! Who'd have thunk it? The response was overwhelmingly positive about the GCN, and most of you love the Controller and all the new games, too.

CUBISTICALLY CORRECT?

I would just like to say this about the Nintendo GameCube: nothing! Words cannot adequately describe this awesome, awesome system. Big things do come in small packages, after all.

David Manderfield
Via the Internet

Hey, NP! Sup? Anyway, down to the point. I got Super Smash Bros. Melee and . . . I'm in awe. I go around all day with my jaw dropping, pupils reflecting Link, Mario, Ice Climbers and others rampaging across the screen. Just one suggestion: MAKE A CD SOUND TRACK! This game has the best sound track in a game, ever. Please!

cRiSpY kRiSpZ
Via the Internet

As a 21-year-old gamer who has lived through every Nintendo system launch, I would have sold an organ to secure my Nintendo GameCube on launch day. Luckily, I didn't have to go that far and am now the proud owner of the next era of fine Nintendo products. But as an adult gamer, I am constantly ridiculed for my choice to remain loyal to the Big N. In fact, I've been laughed at for playing any type of video games at my age. This doesn't bother me, though—what does bother me is that many young gamers out there who strive to act older might lose sight of what is important about video gaming: that is, great and challenging games, which Nintendo has had no short supply of.

Anonymous
Via the Internet

The GameCube Controller feels like a piece of bark in your hands, and the buttons are poorly located. I think someone screwed up.

Rick Sanders
Roundup, MT

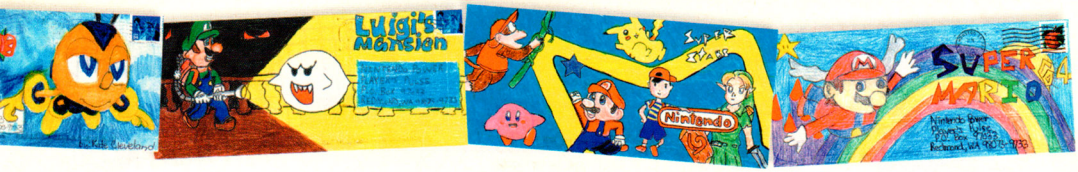
While a handful of readers and even a few NP staffers said they had a hard time adjusting to the buttons or size of the GCN's Controller, no one

LETTER OF THE MONTH

First, I want to tell you that you have a great magazine. I subscribe to many gamer 'zines, but yours beats all of them in both quality and seniority. But, but, but, there is one thing I've wondered about for a long time. Who are your gaming people? I know their names, but no one has ever seen them, no one knows their backgrounds, and there are probably more things about them people wonder about. So can you at least show us a picture of them? We would greatly appreciate it!

Joe Sanchez
Fresno, CA

Readers may remember seeing pics of NP staffers in Vol. 140's Pokécenter, and that same issue's subscriber bonus section also featured pics and background on many more staffers. In the coming months, those of you with Internet access and a lot of time on your hands will be able to learn plenty about the NP Krew in the Nintendo Power section of Nintendo's website. Until then, here's a stack of smashing photos of the gaming people, also known as Nintendo Power's writers and Now Playing reviewers.



else compared it to bark. We carefully examined boxes and boxes of Controllers to try to suss out any barklike qualities but failed miserably. Frankly, we have no idea what you're talking about.

My experience on getting the GCN on launch day: I only got about 3 hours of sleep the previous night since I wanted to get to the local mall as early as possible. My alarm woke me at 1:45, I got dressed, woke my dad, got in the car and set off to the mall. When I arrived at the mall there were already six kids there. I turned on the lights in my car, took a sip of coffee and whipped out my trusty GBA. After half an hour, the sudden disappearance of Toad and his Kart brought the sudden realization that I forgot to replace my batteries. I sat there eating a bag of chips and staring at the meteor shower in the sky. I was frozen solid and began to think I was overreacting a bit. I couldn't sleep. For another seven hours I stared at the sky and the kids who were at the doors. They left, and at nine o'clock, I was the first in line. At 10 o'clock, I walked in the store, with the six other kids who had recently returned behind me. I paid my money and received my GCN, an extra Controller, a Memory Card, Luigi's Mansion, Wave Race: Blue Storm and *Star Wars:* Rogue Leader. I immediately went home and set up the system. As soon as I saw the cheerful startup screen, set the date and time, and fired up Luigi's Mansion, I said to myself, "I definitely didn't overreact." And I am still enjoying the games as much as I did the first time I played them.

Chris Pontrelli
Via the Internet

The Nintendo GameCube rulez. End o' story.

goofnagle
Via the Internet

Just to let you know, you still have what it takes. I'm a 35-year-old married father and I picked up the Nintendo GameCube at my first chance. It's not just a kid's game console. Loved it all the way.

TC
Via the Internet

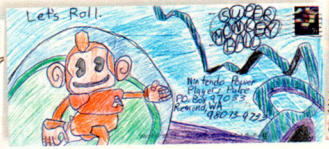
I went out and purchased the GCN the day it came out, along with *Star Wars:* Rogue Leader and a Memory Card. I hurried home and quickly started playing. When I first powered up the 'cube, I was spellbound. The Controller is sleek and comfortable, and the graphics are amazing. Plus, after about a week, I noticed that the levels and craft you play as depend on the time of day you're playing! That is a great idea, because after a while, I get bored playing the same levels every time I play.

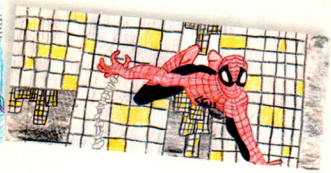
Zac Ellis
Via the Internet

I just wanted to write and say how great I think the Nintendo GameCube is. I've never been so impressed by a system. And to all those who wish to pass on Super Monkey Ball because they consider themselves "serious gamers," don't. You'll regret it. On Thanksgiving, almost my whole family was getting into

LETTER PERFECT

Nintendo receives thousands of letters and e-mails every week. At peak times, such as the holiday season, 6,000 or more letters, e-mails and art envelopes arrive at Nintendo in the span of a week. Incredibly, a large portion of the correspondence is addressed to the hardworkin' people of Nintendo Power! While the NP Krew member in charge of each section of the magazine receives the e-mails sent to his or her address, the letters and art are another story. Mail arrives every day in Nintendo's mail center. A staff member sorts and counts the mail, then stores it until it's time to be opened. The staff use a machine to open the envelopes and to staple the letters to their envelopes. Staffers scan and date-stamp the letters, which are then sent to the Correspondence department. There, staffers sort the mail into different types, do their best to answer any questions, then pass on many letters and pieces of art to Nintendo Power. Once they're here, we try to pick the nicest art and choose letters that are interesting or thought-provoking or capture something that many people are concerned with—or set up a joke for us to make. Each letter is handled about eight times before it reaches NP. Even if your letter does not make it in the mag, many people will read what you have to say. As you can see, we also love getting your excellent art (especially Alan), so keep sending it in!





this great multiplayer game! How about you guys give out demos with each issue? I'd be willing to pay a few dollars extra a month.

Marc Deschamps
Via the Internet

HOW TO SAY MELEE

During school, my friends and I are always debating about the pronunciation of Super Smash Bros. Melee. Is it pronounced May-Lay or Me-Lee?

Yankeez56
Via the Internet

You mean you were in school and you didn't just look it up in the dictionary? That's sort of sad. Anyway, "pay day" and "melee" rhyme. But give that dictionary thing a try sometime. You might like it.

A LESSON LEARNED

I looked at the picture for Toki Tori. "Great," I thought, "all we need is another little kids' game." I came across the Toki Tori review in your magazine and was surprised at how much it was applauded. Life goes on. Later, I'm at the store, determined to buy one last GBC game before there are no more new games. Looking over the store shelves past game after game, I saw nothing I knew about, and nothing looked interesting, until Toki Tori. "It's a fair price, so why not go for it?" I thought. I bought it, and it was awesome! I learned you can't judge a game by its colorful, cutesy graphics (which I've come to love).

Pengwin
Via the Internet

We hope everyone learns that lesson, Pengwin. You really should give all sorts of games a chance—especially if the NP Krew gives 'em decent marks. On occasion, we're right.

PIKMIN PUZZLER

I was on the Nintendo website the other day looking at Pikmin. In the screen shots section there are two pictures that show purple Pikmin with mushrooms on their heads. In one of them it looks like Olimar is commanding them. In the other it looks like there are light blue Pikmin. But NP didn't cover either. What are these Pikmin?

hound
Via the Internet

Resident Pikmin expert Jason responds: Well, "hound," when Pikmin are purple, it means that they are under the spell of a puffstool that has zombified them with its poisonous spores. The light blue Pikmin are simply run-of-the-mill blue Pikmin that aren't actively following Olimar's orders.

HOT DATES

Sometimes, when I read the reviews of cool games in your fine magazine, I wonder when they will come out. What I want to know is, is it possible for you guys and gals to give the exact release dates of the games you evaluate in the Now Playing section of Nintendo Power? I know other subscribers would like to know the precise day they should go to the store!

Simon Peter
Via the Internet

We feel your pain, Simon, but the problem is that we work on the magazine about two months ahead of the date you receive it. It's early December as we write this, but the magazine won't be out until February. Game developers and publishers change release dates all the time. The best way to keep up on release dates is to check the Internet for the latest info, or to contact the stores themselves. Many have calendars that show up-to-the-minute release dates.

PSYCHO-K-WHAT-IS?

What does the "PK" stand for in Ness's Super Smash Bros. Melee attacks like PK Fire or PK Thunder?

Yankeez56
Via the Internet

It stands for psychokinesis, which is the ability to move or control something with the power of your mind.

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WRITE AWAY. RIGHT AWAY

We've uncovered two NP secrets—what happens to your mail once it reaches Nintendo and what the NP Krew looks like. Would you like to know more about Nintendo Power, or have you had enough? Do you have a question for any of the fine folks at NP? Want to know how we put the magazine together, why we brought back Arena and Epic Center, or what makes Power On tick? Ask away, or tell us to stop!

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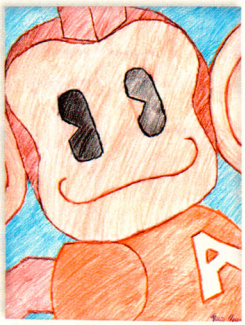
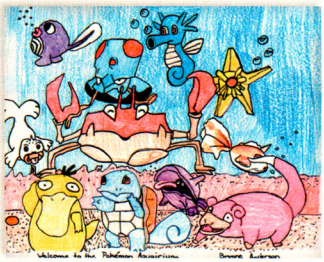


Brian Karfen • Saugus, California



Brynne Anderson • Palmdale, California

Zack Kirchin
Salisbury, North Carolina

Christopher Lane • Baltimore, Maryland

Megan Miller • Champlin, Minnesota

Mark Kleis • Gardiner, New York

Jordan Smith • Hot Springs, Arizona

George Frisco • Gouverneur, New York

Tony Ramirez • Dallas, Texas

POWER CHARTS.153

The first batch of GCN numbers is in—and while Luigi reigns supreme in the sales charts, the NP Krew can't get enough of little, fuzzy monkeys encased in plastic spheres. Go figure. In other Power Chart news, we're still perfecting the online voting system—so the Player's Choice and Most Wanted titles are from the NP pros once again. We hope to have online voting up and running in early February, so keep watching nintendo.com for your chance to be heard!

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	LUIGI'S MANSION	•	1
	HARRY POTTER AND THE SORCERER'S STONE	•	1
2	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	•	1
	HARRY POTTER AND THE SORCERER'S STONE	•	1
3	WAVE RACE: BLUE STORM	•	1
	MARIO KART: SUPER CIRCUIT	2	2
4	TONY HAWK'S PRO SKATER 3	•	1
	POKéMON CRYSTAL	1	2
5	MADDEN NFL 2002	•	1
	SHREK: FAIRY TALE FREAKDOWN	4	2
6	SUPER MONKEY BALL	•	1
	SUPER MARIO ADVANCE	3	2
7	NHL HITZ 20-02	•	1
	MONSTERS, INC.	•	1
8	ALL-STAR BASEBALL 2002	•	1
	MONSTERS, INC.	•	1
9	BATMAN VENGEANCE	•	1
	SPYRO: SEASON OF ICE	•	1
10	CRAZY TAXI	•	1
	GOLDEN SUN	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	SUPER MONKEY BALL	3	2
	GOLDEN SUN	1	2
2	SUPER SMASH BROS. MELEE	•	1
	ADVANCE WARS	3	2
3	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	2	2
	WARIO LAND 4	2	2
4	SSX TRICKY	10	2
	PAC-MAN COLLECTION	7	2
5	PIKMIN	6	2
	MARIO KART: SUPER CIRCUIT	4	2
6	TONY HAWK'S PRO SKATER 3	8	2
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	•	1
7	THE SIMPSONS: ROAD RAGE	5	2
	CASTLEVANIA: CIRCLE OF THE MOON	6	2
8	LUIGI'S MANSION	1	2
	SUPER DODGE BALL ADVANCE	•	1
9	WAVE RACE: BLUE STORM	9	2
	HARRY POTTER AND THE SORCERER'S STONE	8	2
10	BATMAN VENGEANCE	•	1
	SHANTAE	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	1	2
2	ANIMAL FOREST	GCN	•	1
3	MARIO SUNSHINE	GCN	3	2
4	METROID PRIME	GCN	2	2
5	ETERNAL DARKNESS	GCN	•	1

COMING SOON!

Keep checking www.nintendo.com for a chance to vote for your favorite Player's Choice and Most Wanted titles

NINTENDO GAMECUBE™

SONIC TEAM™

COMING FEBRUARY 2002

SEGA®

EVERYONE
E
CONTENT RATED BY ESRB

Violence
Mild Lyrics

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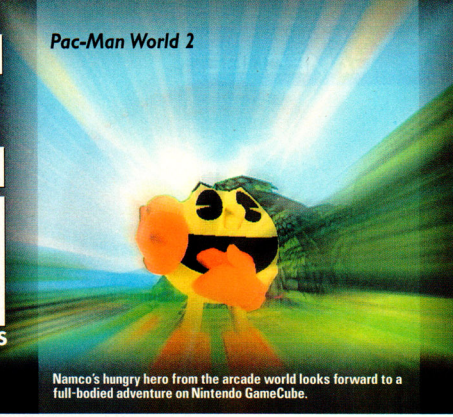
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



Namco's hungry hero from the arcade world looks forward to a full-bodied adventure on Nintendo GameCube.

THE SPOTLIGHT

NBA Street

Leave it to EA Sports to create the ultimate street game with NBA stars.

Star Fox Adventures: Dinosaur Planet

Catch the latest pics from Fox McCloud's upcoming adventure on the Dinosaur Planet.

Bloody Roar: Primal Fury

Activision is ready to fight with Hudson's Japanese brawler.

18-Wheeler: American Pro Trucker

Acclaim's big rig isr eady to cruise across America on GCN.

Tony Hawk's Pro Skater 3

More skateboarding magic is coming from Activision for Game Boy Advance.

Disney's Peter Pan: Return to Never Land

Disney Interactive goes on a flight of fancy with a game based on the new Peter Pan movie.

THE GAMING NEWS FOR FEBRUARY 2002

PAC-MAN IS COMING!

Pack up your quarters and leave the arcade behind because Pac-Man World 2 is headed to Nintendo GameCube from Namco early this spring. The action begins when Spooky is released from prison and begins disrupting Pac-Land. It's up to Pac-Man to pursue Spooky and the Ghost Gang through six worlds, 15 mazes and 20 levels of 3-D adventuring. The Pacster uses in-line skates, ice skates and a Pac-Submarine to get around, and you can power up your Pac-Hero with items, such as the Shrink or Steel Ball. If you collect tokens, you can play original Pac-Man and Ms. Pac-Man games in the Pac-Village Arcade. This isn't a gobblefest Pac-Man. It's a rich adventure filled with action and surprises.

SCHILLING'S HIGH HEAT

Ace starter for the world champion Arizona Diamondbacks, Curt Schilling will endorse the 2003 version of High Heat Major League Baseball for Game Boy Advance. The second High Heat game for the handheld platform from 3DO is due this spring. The co-MVP of the 2001 World Series adds his name to one of the best all-around video baseball games ever, and a portion of the proceeds from the game will go to Curt's Pitch for ALS, an organization that contributes to ALS (Lou Gehrig's Disease) research and patient care. Take us out to the ball game, Curt.

BOND RETURNS TO ACTION

Fans of British Secret Service agent 007 can look forward to a stylish thriller featuring first-person action, covert stealth activities and high-speed driving on Nintendo GameCube. Agent under Fire will drop James Bond (and you) into 12 mission-based levels with only your wits, a weapon and some very cool gadgets from Q-Branch to help you through. Sounds like a job for Electronic Arts, and the EA Games crew promises to remain unshaken or stirred by the daunting task. The release date for Agent under Fire is still an "eyes-only" secret.

EA—LORD OF THE GAME

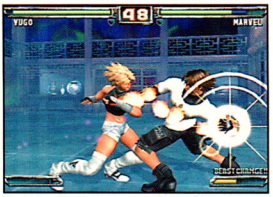
Electronic Arts has confirmed that it has acquired the rights to produce next-generation console and handheld games based on New Line Cinema's Tolkien trilogy, *The Lord of the Rings*. The first of the three movies, *The Fellowship of the Ring*, was released in December 2001, and the following films, *The Two Towers* and *The Return of the King*, will arrive over the next two holiday seasons. The first Lord of the Rings game from EA will be released this fall. We expect it to be truly precious.

FLOWER POWER

Nintendo of America racked up another first in the game marketing field when it joined with S&G Flowers/USA to create a five-petaled "Pikmin Flower." The new Pikmin Flower looks like the flower-topped Pikmin from the GCN game, and gardeners will be able to buy and plant the real flower this April.

THE GAME THAT ROARED

Bloody Roar: Primal Fury for GCN is on its way to North America in April thanks to Activision's far-east scouting division. The Activisionaries turned up the classic fighter lurking in Hudson Soft's GCN development labs and thought it looked good enough to eat. But instead of consuming the game on the spot, they're bringing it home to you this spring. The game features 16 characters who can shift into hyperbeast form and use special attacks to fight their opponents. There are seven game modes, including five single-player and two head-to-head modes. The battles take place in nine multilevel interactive arenas with destructible walls and floors. Activision says that the game is one of 17 GCN titles in the works.



KONAMI LINES 'EM UP

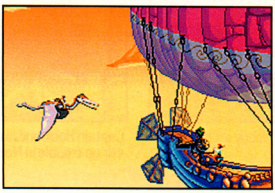
Konami recently announced several upcoming titles for Game Boy Advance and Nintendo GameCube, giving the most detailed information on two GBA games, Motocross Maniacs and Arcade Advanced, which will be available this March and April respectively. Motocross Maniacs features two-wheeled acrobatic action and weapons to knock out the competition, which can take the form of CPU opponents or four linked players. Arcade Advanced is a collection of six arcade titles, including Rush'n Attack, Gyruss, Scramble, Yie Ar Kung-Fu, Time Pilot and Frogger. Players will find the original versions of the games and updated versions with more bells and whistles and prettier graphics. Other Konami releases include ESPN Winter X Games Snowboarding, Zone of the Enders: The Fist of Mars and WTA Tour Tennis for GBA; and ESPN International Winter Sports and ESPN MLS Extra Time 2002—a soccer game—for Nintendo GameCube. All of the titles should be released this spring.

SHANTAE CORRECTION

Last month, Game Watch incorrectly listed Shantae as a Game Boy Advance title. The game has several exclusive GBA features, but it is made for Game Boy Color. Of course, if you have a Game Boy Advance, you can shake and shimmy with Shantae just as nicely as you can with a GBC.

TDK ON GCN

TDK Mediactive has announced that it plans to support the Nintendo GameCube and currently has four games in development. TDK will release Shrek, Robotech, Dinotopia and a fourth unannounced game for the GCN. Digital Illusions will develop Shrek, and the Robotech game is being developed by Vicious Cycle Software. Prolific Publishing will develop Dinotopia. Vincent Bitetti, chief executive officer of TDK Mediactive, stated, "We currently have four titles in development with more planned." An early glimpse of Dinotopia for GBA left your GW editors wanting more. The graphics were gorgeous and the game play was varied and fun.



SEGA SLAMS GCN

Sega has announced that it will release Soccer Slam, rather than Virtua Striker 3 as its first sports title for the Nintendo GameCube. Slam is a wild match of three-on-three teams with fantasy characters, power-up moves, exotic venues and fast and furious action. It's what you might get if you mixed Jam, Blitz and Street Fighter in a soccer shake.

WHO'S MAKING GAMES?

This month, we'd like to welcome the following development studios to the world of Nintendo.

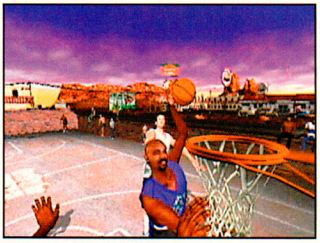
03 Games / Starbreeze Studios—GBA developer
Adeline Software International—GBA developer
Atod AB—GCN developer
Babel Media—GCN and GBA developer
CABOSoft LLC—GCN and GBA developer
Codemasters—GCN developer
Coyote Developments Ltd.—GCN developer
Eden Studios—GCN developer
Free Radical Design Ltd.—GBA developer
Full Fat Productions Ltd.—GCN developer
Handheld Games—GCN developer
I Wish (Games) Ltd.—GBA developer
M4 Ltd.—GCN developer
Monster Games Inc.—GCN and GBA developer
n-Space, Inc.—GCN developer
N.A.P.S. Team S.N.C.—GCN and GBA developer
Netdol Entertainment—GCN developer
Outrage Entertainment, Inc.—GCN developer
Puzzlekings Limited Liability Partnership—GCN and GBA developer
Runecraft, Ltd.—GCN developer
Semi Logic Entertainments—GBA developer
Snowblind Studios—GCN developer
Studio 3 Interactive Entertainment—GCN developer
Taniko—GBA developer
Vivid Image Development Ltd.—GBA developer
Wahoo Studios—GCN developer

NBA STREET

Game Type: Street basketball
Developer: EA Sports Big
ETA: Spring 2002
System: Nintendo GameCube

EA Sports goes huge with the most engaging street game ever. NBA Street for Nintendo GameCube drops in on the top courts around the country, where the best street players take on all challengers, including you. The City Circuit is a one-player mode that takes you to circuits around the country. If you defeat the homecourt NBA teams, you'll unlock more courts and players. You'll also face the street legends—fictional characters whom you can pick up for your team if you win a challenge. In fact, you can add players from any defeated team. You start off against the Wizards in D.C., which means Michael Jordan is up for grabs if you can win the match. In Hold the Court Mode for one or two players, you'll take on challengers and earn new items for the Create a Player Mode. Street School is the place to go to learn the ins and outs of controlling your players on the court. In addition to winning games, you'll want to boost your trick scores and try to set records in seven categories. Street combines some of the best basketball action we've ever seen with awe-inspiring graphics and sounds, and it fits well into the new EA Sports Big lineup. Look for NBA Street this spring.

Build a team of the best NBA and street-legend players in the game and take it on the road.

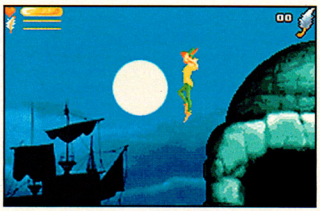

Incredible animation of gravity-defying moves, combos and tricks is one of NBA Street's highlights.

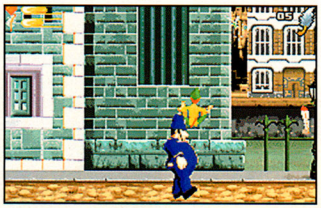
Create a street legend of your own and challenge the best of the best with your own style.

DISNEY'S PETER PAN: RETURN TO NEVER LAND

Game Type: Platform Action
Publisher: Disney Interactive
ETA: February 2002
System: Game Boy Advance

When Peter gets the notion to visit Wendy and her family in London, he and Tinkerbell set off on a new adventure. The action in the Game Boy Advance platformer begins in London and heads back to Never Land, where the notorious Captain Hook has returned. The game play is fairly gentle—suitable for young players—and the graphics are vintage Disney. Peter's ability to fly is the highlight of the game, but there are plenty of other reasons to check it out, such as its good story and bright music. One amazing gem of an extra is that you can unlock actual film clips from the movie by collecting reels. The quality is amazing. The fun begins this month on the big screen and on the smaller, but interactive screen of Game Boy Advance.


Peter's ability to fly allows him to evade many of the baddies, who are stuck on the ground.


Peter Pan and Tinker Bell meet Wendy in London to begin their new adventure.

Captain Hook and his pirate crew have returned to stir up trouble in Never Land.

18-WHEELER: AMERICAN PRO TRUCKER

Game Type: Racing action
Publisher: Acclaim
ETA: March 2002
System: Nintendo GameCube

Originally, 18-Wheeler was an arcade game from Sega, but like Crazy Taxi before it, the GCN version is on the way from Acclaim Entertainment. When you take the wheel of the big rig, you'll have to deliver your cargo to a distant point within a strict time limit. Along the way in the Arcade Mode, you'll face an insane rival who will do just about anything to stay ahead of you, and a marked van that you have to run over. Between legs of your cross-country jaunt, you'll face the Parking Challenge Bonus stage, where you drive your rig around a city, parking at designated locations within a limited amount of time and in a narrow space. There's a two-player option on lap courses, as well. Acclaim's 18-Wheeler is a bit like Cruis'n USA with 10 tons of cargo behind you. Look Out!

You may have to take shortcuts to shave off some precious seconds to reach your goal.

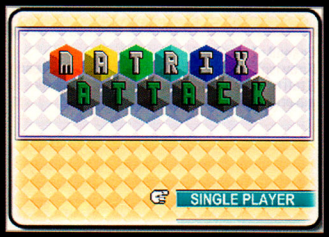
Head out on the highway and look for some adventure as you cross the U.S.A.

You'll have a rival trucker who aims to reach the goal before you do.

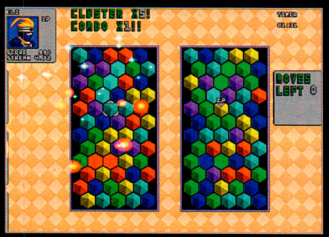
Oncoming traffic, dangerous cargo and obstacles in the roadway can slow you down.

PROJECT: DIGIPEN

This month's student spotlight shines on a 3-D action puzzle game created by Elijah Emerson, Greg Morchower, Max Szlagor, Andy Kaplin and Tim Berry—all students at the DigiPen Institute of Technology in Redmond, Washington. Matrix Attack was their project and the winner of the 2000 IGF Student Showcase Award. The object of the game is to align gems of the same color in formations of five or more, and you can play Matrix Attack in Time Trial Mode or Puzzle Mode. The game's graphics incorporate both 3-D and 2-D images: The gems were rasterized in real-time 3-D while the other elements are 2-D. You can download Matrix Attack from DigiPen's download area at www.digipen.edu. For more about the games and programs at DigiPen, be sure to read this month's special article about the college. For anyone interested in game development, it's a must-read.



Matrix Attack is an action puzzler created by students at the DigiPen Institute of Technology.



One or two players can compete in Time Trial and Puzzle Modes.

In the award-winning game, players must align gems of the same color into formations.

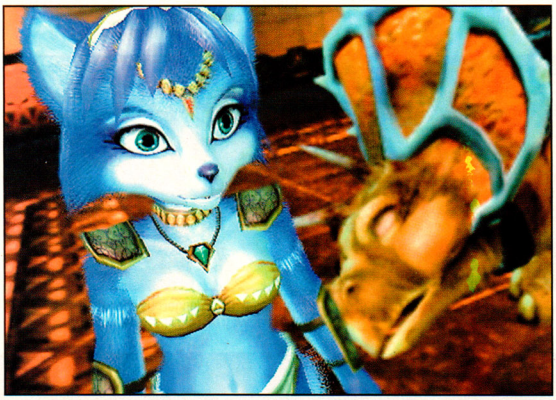
For more information on DigiPen, and to download a copy of Matrix Attack to play on your computer, head to www.digipen.edu, where you'll find links to more projects and information about signing up for classes or workshops. And stay tuned, because Nintendo Power and DigiPen are teaming up to bring NP readers more surprises in the months ahead.

FEBRUARY GALLERY OF GAMES

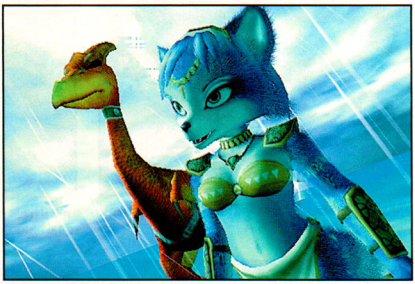
This month we have a gallery of screen shots from upcoming titles and some games from Japan, such as Animal Forest Plus and Doshin the Giant for Nintendo GameCube and Legend of the Stafi for Game Boy Advance. We also have a first peek at Tony Hawk's Pro Skater 3 for Game Boy Advance from Activision. But the biggest news is the beautiful trio of screen shots from Star Fox Adventures: Dinosaur Planet. It's just a few months away.

Tony Hawk's Pro Skater 3
The latest THPS for GBA busts out the best tricks ever.

Star Fox Adventures: Dinosaur Planet
Fox McCloud brandishes the Crystal Staff in a tense moment in the upcoming Nintendo GameCube adventure. Rare and EAD are teaming up to make Star Fox a magical experience.



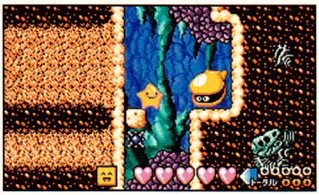
Star Fox Adventures: Dinosaur Planet
Krystal, one of the new characters, enters a mysterious shrine.



Star Fox Adventures: Dinosaur Planet
Krystal arrives on the Dinosaur Planet. Her role in the adventure has not been revealed yet, but according to Rare, she was captured by an ancient power known only as the Krazoa.

Doshin the Giant
Doshin the Giant for GCN in Japan combines RPG elements with world-building. If you play as the good giant, you'll help the people of the island.

Animal Forest Plus
Animal Forest Plus for GCN is already a hit in Japan. Players do all sorts of tasks to earn money so they can buy items for their houses.



Legend of the Stafi
Kirby isn't the only simple, bouncy hero in Japan. Stafi has been a platform game star there for several years.

Doshin the Giant
Doshin has a darker side, as well. You can play as the bad giant and bring ruin to the land!

Animal Forest Plus
Animal Forest is a complete if small world, full of shops, homes and museums.

Legend of the Stafi
Stafi's first adventure for GBA takes him from the icy world seen here to a tropical paradise.

GAME WATCH FORECAST

Jonny Moseley Mad Trix

E.T. and the Cosmic Garden

Salt Lake 2002

Eggo Mania

DEVELOPER PROFILE

This month, we go behind the scenes to one of the hottest development studios in North America—Vicarious Visions.

Vicarious Visions
Troy, NY, USA
Founded: 1994
Respondent: Karthik Bala, CEO
GBC: Spider-Man, Polaris SnoCross, SpongeBob SquarePants, Vigilante 8, Blues Clues, Barbie Magic Genie Adventure, Monsters, Inc., Kelly Club: Clubhouse Fun
GBA: Tony Hawk's Pro Skater 2, Spider-Man: Mysterio's Menace, Crash Bandicoot: The Huge Adventure, Tony Hawk's Pro Skater 3

GW: What are the types of products you make and who is involved in that task?

KB: We develop games on all major console and handheld platforms, including Game Boy Advance and GCN. The types of games we create range from action, sports and racing to action/adventure and platformers. To create such diverse products, we have a talented group of designers, producers, programmers, artists, animators and musicians. We even have lots of kid testers, who come and play our games during development so we know what's good, what's bad, what to keep and what to improve to make the best game possible.

GW: What steps does your company go through when creating a game

KB: The first step is to start out with a concept document. Usually it is just a few pages long, but it outlines such things as what the game is about, what makes it unique and how the game is played, and includes some concept artwork, etc. The next step is to create a prototype that shows working game play and demonstrates the "fun factor" and core game play mechanics of the game. From prototype, there are many intermediate stages of development until you reach a fully functional game.

GW: What was your favorite Nintendo game project?

KB: It would be a tie between Tony Hawk's Pro Skater 3 and Crash Bandicoot: The Huge Adventure, both for GBA. They both represent our best work ever, and boy do they push the GBA hardware to the limit!

GW: What do you predict for the future of gaming?

KB: Interactive games will become the biggest form of entertainment around the world.

NINTENDO GAMECUBE

- 1080° SNOWBOARDING 2
- 18-WHEELER: AMERICAN PRO TRUCKER
- ALL-STAR BASEBALL 2003
- ANIMAL FOREST PLUS
- BATMAN: DARK TOMORROW
- BLOODY ROAR: PRIMAL FURY
- BOMBERMAN GENERATION
- CHRIS EDWARDS AGGRESSIVE INLINE
- DINOTOPIA
- DONKEY KONG RACING
- DUKE NUKEM FOREVER
- ESPN MLS EXTRA TIME 2002
- EVOLUTION WORLDS
- FREAKY FLYERS
- JAMES BOND 007: AGENT UNDER FIRE
- JEREMY MCGRATH SUPERCROSS
- JIMMY NEUTRON BOY GENIUS
- KAMEO: ELEMENTS OF POWER
- KELLY SLATER'S PRO SURFER
- LEGENDS OF WRESTLING
- THE LEGEND OF ZELDA
- THE LORD OF THE RINGS
- MARIO KART
- MARIO SUNSHINE
- METROID PRIME
- MICKEY MOUSE FOR GCN
- MX 2003 FEATURING RICKY CARMICHAEL
- NBA LIVE
- NBA STREET
- NFL BLITZ 20-02
- PAC-MAN WORLD 2
- PHANTASY STAR ONLINE VERSION 2
- RALLY SIMULATION
- RAYMAN ARENA
- ROBOTECH
- ROCKET POWER
- RUGRATS
- SCOOBY-DOO!
- SEGA SPORTS NBA 2K2
- SHREK
- SMASHING DRIVE
- SNOOD
- SOCCER SLAM
- SONIC ADVENTURE 2
- SPIDER-MAN: THE MOVIE GAME
- SPONGEBOB SQUAREPANTS
- SPYHUNTER
- STAR FOX ADVENTURES: DINOSAUR PLANET
- TETRIS WORLDS
- TUROK EVOLUTION
- WORLD WRESTLING FEDERATION WRESTLEMANIA

GAME BOY ADVANCE

- AERIAL ACES
- ARCADE ADVANCED
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BONX
- BROKEN SWORD: THE SHADOW OF THE TEMPLARS
- COLUMNS CROWN
- CRASH BANDICOOT: THE HUGE ADVENTURE
- DIDDY KONG PILOT
- DINOTOPIA
- DISNEY'S PETER PAN: RETURN TO NEVER LAND
- DK COCONUT CRACKERS
- DRAGON BALL Z COLLECTIBLE CARD GAME
- EGGO MANIA
- EUROPEAN SOCCER LEAGUE
- FIEVEL: AN AMERICAN TAIL
- FLINTSTONES: BIG TROUBLE IN BEDROCK
- HIGH HEAT MAJOR LEAGUE BASEBALL 2003
- ICE AGE
- JONNY MOSELEY MAD TRIX
- KELLY SLATER'S PRO SURFER
- THE LAND BEFORE TIME
- THE LEGACY OF GOKU
- M&MS: BLAST!
- MAT HOFFMAN'S PRO BMX 2
- METROID 4
- MIKE TYSON'S BOXING
- MLB SLUGGERS
- MONSTER JAM: MAXIMUM DESTRUCTION
- MOTOCROSS MANIACS
- MOTO GP
- NBA JAM 2002
- NHL HITZ 20-02
- PAINTBALL
- PINBALL OF THE DEAD
- POWERPUFF GIRLS: MOJO JOJO A-GO-GO
- ROBOPON ADVANCE
- ROBOTECH: THE MACROSS SAGA
- SABREWULF
- SALT LAKE 2002
- SEGA SMASH PACK
- SHREK KART (TENTATIVE TITLE)
- SUPERMAN
- SUPER MARIO BROS. 3
- SUPER STREET FIGHTER ALPHA
- TACTICS OGRE GAIDEN
- (THE) SIMS
- TINY TOONS: BUSTER'S BAD DREAM
- TINY TOONS: WACKY STACKER
- TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR
- TONY HAWK'S PRO SKATER 3
- VIRTUAL KASPAROV
- WTA TOUR TENNIS
- X-BLADEZ: INLINE SKATER
- YOSHI'S ISLAND
- YOSHI'S STORY
- YU-GI-OH!
- ZONE OF THE ENDERS: THE FIST OF MARS

GAME BOY COLOR

- CUBIX: ROBOTS FOR EVERYONE RACE'N ROBOTS
- E.T. AND THE COSMIC GARDEN
- MEGA MAN X-TREME 2
- NSYNC: GET TO THE SHOW
- RAYMAN 2
- RESIDENT EVIL GAIDEN
- YU-GI-OH!

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the April issue!

Love hurts.

GAME	GAME OVER
Classic Game Revival	Illegal Emulators
Button Mashers	Mutton Bashers
Code Cop	Code Cretin
GCN	NGC
Taxi-driver games	"You talkin' to me?" jokes

NINTENDO PERSONALS

We were skimming the Nintendo Classifieds the other day, looking for a mint-condition, still-in-the-box Virtual Boy for under five dollars, when we happened upon these personal ads. We know they're supposed to be confidential, but we did a little snooping and found out which video game characters placed the ads. Can you figure out who's looking for love in black-and-white places?

Nintendo CLASSIFIEDS

'h Captain, ly Captain

asn't it uh... ue geniuses left stimulating tion right, right.

'ynesian night

issance man e hot-tubbin' pu platter.

den Boy

eball shirts you to pity veet dude.

Dre Dub

inemployed, hottie for

1 Can you spare three days?

Female innkeeper wants to go on long walks (preferably not moonlit ones) with the son of a mayor. Age doesn't matter.

2 Give me flowers

Homesick visitor in town for only a month (hopefully) seeks blossoming friendship only. Heavy lifting required.

3 Let's go to Russia with love

Debonair, jet-setting Englishman in St. Petersburg on an odd job seeks female companion who knows that diamonds are forever but this relationship won't be. Knowledge of satellites a must.

4 All's fare in love

City girl seeks someone to pick her up and drive her crazy. Must have car.

5 I'm blue

Scruffy male into running and snowboarding doesn't want to take things slow—ever. If you're looking for a gold ring, I've got plenty—I collect them everywhere I roll.

6 I've had my share of puzzling relationships

Single, chunky T-shaped character seeks the perfect match. If you fit the part, let's let the pieces fall into place.

Talent Wanted

Orc Factor 5— Rock 'n' role-playing band seeks Level-5 Cleric/bass player for recording, gigs, a dragonslaying.

NPTV—Nintendo Power television see extras to get buste by the Code Cop i a very special episode of NPTV.

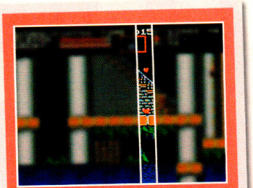
Tommy Dodongo- Ben and Matt seek amateur actors/mi for the roles of Clo Pirates and Ennuizel to appear in the upc Tommy "Danger" Do project.

ANSWERS

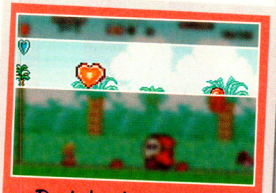
1. The Legend of Zelda: Majora's Mask
2. Pikmin
3. GoldenEye 007
4. Crazy Taxi
5. Sonic Adventure 2: Battle
6. Tetris

THE HEART OF THE MATTER

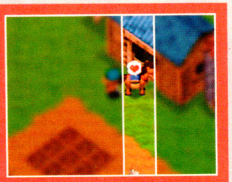
The Nintendo Power staff is so full of love, we give each other valentine cards every year. This year, we've decided to make a game of it. Look at the blurry screen shots in the valentines below. Each shot is from a game that features heart-shaped items or other elements. We've left the portion of the screen with the hearts in sharp focus, but we've obscured the rest of the picture, because we care. Can you guess which games the hearts appear in? Use the clues if you're weak of heart.



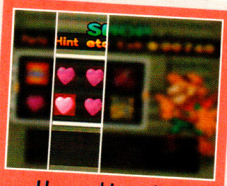
My Bloody Valentine . . .



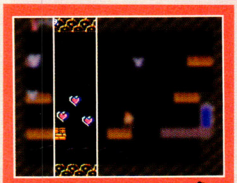
Don't be shy, guy! Be mine!



I'm mooning over you!

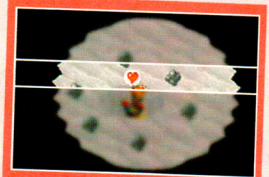


Have a blast this Valentine's Day, darlin'!

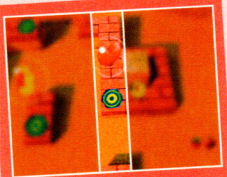


Your love, it makes me fly. Oh, no! The sun! Too High!

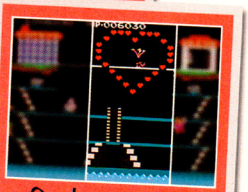
Boo! Boo Who? It's-a me! I wuv you!



You're so sunny, it's not funny! Say you'll be my valentine!



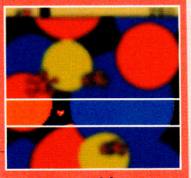
You're a-maze-ing, valentine!



Our love is strong to the finish!

Together, we're a force to be reckoned with!

Let's link up. Be my valentine.



You tickle my fancy, valentine!

I ♥ ANSWERS

Answers, from left to right:
First row: Castlevania (NES), Super Mario Advance, Harvest Moon (N64). Second row: Bomberman: The Second Attack, Kid Icarus (NES), Luigi's Mansion. Third row: Golden Sun, Ms. Pac-Man: Maze Madness, Popeye. Fourth row: Super Star Wars, The Legend of Zelda (NES), The Adventures of Elmo in Grouchland.

AMMO
IS ADD
CIGAR

NIA
ED TO
ETTES

One of the 599 ingredients the tobacco industry puts in cigarettes. So, what can you do about it?

• Unlocking Smash Secrets

smashbros.com

The official Super Smash Bros. Melee website got brawling maniacs stoked up for the game release and keeps the competitive fires burning by steadily releasing a few more secrets now and then, including a few jaw-droppers from the worlds of Pokémon, Star Fox and Donkey Kong.

Release Your Inner Smash

Playing your favorite Nintendo characters goes a long way when you've unlocked all the hidden Smash fighters, which include a few blasts from Nintendo's past that we absolutely can't mention here. But we can drop the names of a few stunners that make smashbros.com a don't-miss website.

• Mewtwo

• Dr. Mario

• Falco

Arena Secrets Unleashed

For those who've already figured out how to unlock all the characters, smashbros.com also reveals the secret battle stages. Some are new to Smash, drawing from the depths of Metroid and raceways of F-Zero, while others reach back to the N64 version for inspiration. They include a battle level that players of N64 Smash begged to see; and several more make a nostalgic trip back to some of the most memorable N64 Smash battle zones.

Kongo Jungle from the N64 Pak still thrives somewhere below the shiny surface of the GCN Game Disc.

Smash Your Cyberfriends

In an inventive twist, smashbros.com has rethunk Super Smash Bros. Melee as an Internet game that you can use to drag your friends into an e-mail smackfest. With practice, you can dominate not only your friends but eventually the entire world—if you're good enough. The website announces it all. To start your match, select one of the Nintendo characters, then launch your Smash attack into the digital domain. Your friends will never know what him 'em.

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

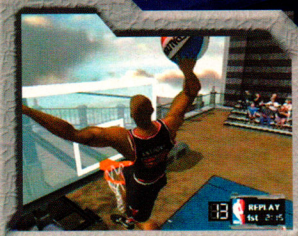
AMMONIA
IS ADDED TO
CIGARETTES
MMONIA
ADDED TO
GARETTES
Spread the knowledge.
Infect truth

© 2001 truth

Get ready to juke and jive, drive the lane and throw down like never before with Nintendo's NBA Courtside 2002 for the Nintendo GameCube!

NBA COURTSIDE 2002

EVERYONE
E
CONTENT RATED BY ESRB



Welcome to the Game

Whether you're itching for four-player multiplayer action or just a solo slugfest, Courtside has you covered. In addition to the multitude of options covered in the following pages, aspiring GMs can use the Create-a-Player Mode to develop an entire team of specialized rim-rockers. Created cagers earn attribute points as they play—a great touch for dedicated players who want to lead their team through a full season.

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Skills Mode

Even the best players need practice, so head to the gym for a shoot-around with your favorite team. Skills Mode is loaded with tips and also contains a three-point contest where the league's best bombers compete for fortune and glory.

Practice Makes Perfect

Use the gym to get comfortable with the game's specialized features such as give-and-gos and using the C Stick to pass. Game hints will appear in the top-right corner as you practice—press the Z Button to turn them on and off.

Drain a Trey

Release the ball at your jump's apex for the best shot. Orange balls are worth one point, multicolored balls two. To save time, grab the next ball in line while your shot is airborne.

Arcade Mode

If you're tired of refs and gravity ruining your fun, try Arcade Mode. The 3-on-3 game puts you on a rooftop court where anything is possible—including mind-blowing dunks, five-point shots and leaps that carry you up and over the backboard.

3 in a Match

The computer automatically picks a team's three best players, and substitutions are not allowed once a game begins. You can alter lineups in the Edit Lineup menu before beginning a new game.

Hotspots

Hotspots will often appear on the court—shots from a Hotspot are worth extra points. You can increase the value of Hotspots (or turn them off) in the Preferences menu at the Team Select screen.

The Extras

If Hotspots are turned on, you'll receive an extra two points for each shot made when your Momentum Meter is full. See page 34 for more info on the meters.

Season Mode

Take the team of your choice through a 14-, 28-, 56- or 82-game extravaganza in Season Mode. You can also set up the play-off system, choose a time limit for each quarter, turn the trading deadline on or off and participate in a Fantasy Draft.

Think carefully before deciding how long you want each quarter to be. Three- and five-minute quarters blow by in no time, while nine-minute quarters give you a high-scoring yet realistic game—anything longer often results in 200-point blowouts.

Teams

Read on for descriptions of each team's strengths, weaknesses and go-to players. As far as abbreviations go, PG is the point guard, SG is the shooting guard, SF is the small forward, PF is the power forward and C is the center.

Atlanta

OFF: 75 DEF: 86 ALL: 76

Atlanta has been mired in mediocrity for years. SF Shareef Abdur-Rahim and C Theo Ratliff give an offensive punch, but the Hawks won't be competing for the title anytime soon. PG Emanual Davis has good ball-handling skills but isn't a scoring threat. SF Toni Kukoc is the best player on a lousy bench.

Boston

OFF: 85 DEF: 81 ALL: 81

Boston is a young team with a great one-two punch in the form of SG Paul Pierce and PF Antoine Walker. Their youth and inexperience usually translate to sloppy defense and poor rebounding efforts on a nightly basis—and don't expect a lot of help from anyone but the starting five.

Charlotte

OFF: 77 DEF: 97 ALL: 87

The Hornets have been knocking on the door of greatness for years, but their lack of offense is a glaring weakness. A team of bangers who play fierce defense and fight for boards on every play, Charlotte also boasts a strong bench to complement talented SF Jamal Mashburn.

Chicago

OFF: 72 DEF: 82 ALL: 72

These are not your father's Chicago Bulls. After dismantling the championship teams of the 1990s, the woeful Bulls have become the NBA's favorite whipping boy. PF Charles Oakley gives them toughness (and a big mouth) down low, but the team is years away from being a contender.

Cleveland

OFF: 79 DEF: 84 ALL: 78

Perhaps the only team worse than Chicago is the basement-dwelling Cleveland Cavaliers. Years of injury-plagued draft picks and poor trades have run this once-talented franchise straight into the ground. PG Andre Miller is the only bright spot in an otherwise unfortunate lineup.

Dallas

OFF: 97 DEF: 85 ALL: 95

Despite being the only team whose owner makes more headlines than the players, the Dallas Mavericks are a force to be reckoned with. The threesome of PG Steve Nash, SG Michael Finley and SF Dirk Nowitzki is enough to give any team in the league fits. If you want a high-scoring team with flash to spare, the Mavs are your weapon of choice.

Denver

OFF: 90 DEF: 74 ALL: 82

The Denver Nuggets have plenty of offense compliments of PG Nick "The Quick" Van Exel and All-Star PF Antonio McDyess, but defense and role players are sorely lacking. Since you don't have to deal with his bizarre real-life outbursts, SG Isaiah Rider makes a welcome addition to the team.

Detroit

OFF: 88 DEF: 77 ALL: 80

Detroit has been on a downward trend since losing Grant Hill to the Orlando Magic, but the incredible play of SG Jerry Stackhouse has thrust them into contention once again. PG Chucky Atkins is just adequate, and the bench is somewhat suspect as well. Get the ball to Stackhouse and let him do his thing.

Golden State

OFF: 81 DEF: 72 ALL: 73

Despite the mad skills of SF Antawn Jamison, the Golden State Warriors continue to be on the outside looking in. They're a young team with little defensive discipline, poor rebounding and almost no bench to speak of—but flashes of offensive brilliance make them a fun team to use if you don't mind a challenge.

Defense

There are two basic approaches to defending. The first is to control the man closest to the ball—which requires you to switch between players frequently. Switching gives you more control, but it's imprecise until you master changing defenders with the C Stick. The second tactic is to stick with just one player. It's easiest to play as the center, stay in the paint and concentrate on blocking and rebounding.

Face Up

Rule one of defense: Stay between your man and the basket. If the man you're guarding gets behind you, he has an easy lane to score or grab a rebound.

Double Team

To double-team a player, press and hold the Z Button. Double teams are most effective when performed in the low post (the area underneath the basket).

The Big Mo

If your opponent's Momentum Meter is full, call a time-out to cool him off. The meter will reset between quarters.

Wanted: For Stealing

To steal a ball, get next to your opponent and tap the B Button. You'll have better luck if you try to steal with a full Adrenaline Meter. Gently press the L Button for half adrenaline and press it firmly for full adrenaline. Adrenaline moves fill the Momentum Meter, but they can quickly tire out your team.

Block a Shot

Use the A Button to leap in the air and swat an opponent's shot away. Watch for pump fakes that take you off your feet.

Attack of the Zones

There are 11 different defensive sets for you to choose from. Some, such as loose and tight man-to-man, are just variations on a theme—so we've listed only the five basic defensive sets (zone, man-to-man, box and rebound and the press).

In the Zone

The only available zone defense is the 2-3. Rather than guarding a specific man, players in a zone stick to one particular area on the floor. It's effective against teams with a strong low-post presence like the Spurs and Lakers.

Man-to-Man

You can call a loose or tight man-to-man defense. Be careful—a talented player like Jason Kidd can shred a man defense, so match up carefully. You can assign players in the Strategy menu.

Boxing Day

There are four box sets: +1 SG, +1 SF, +1 PF and +1 C. The box set places a team around the paint with the fifth man on an assigned player. A +1 C, for example, puts the extra man on the center.

High and Low Rebounds

If you're expecting an errant shot, or need to secure possession, call a rebound set. The high, medium and low rebound defenses prepare players to catch the ball if it flies off the rim.

A Full-Court Press

Call a full-court press if you want to pressure the other team. Your men guard the ball from the moment it's inbounded when the press is active, but it's not without risks. Since your players are spread across the entire court, the other team will often get a fast-break basket if it can break the press.

Houston

OFF: 92 DEF: 91 ALL: 86

Rocket PG Steve Francis, aka Stevie Franchise, is one of the best players in the league. Despite losing Hakeem Olajuwon to free agency, Houston can still bring it courtesy of SF Glen Rice and SG Cuttino Mobley. The isolation play is the team's bread and butter, as Francis can cut through the lane with the best of them.

Indiana

OFF: 82 DEF: 92 ALL: 83

Indiana has lost some luster since challenging the Lakers for the championship two years ago, but they continue to be a well-rounded team. SG Reggie Miller can light it up from three-point land, while PG Jalen Rose has quietly become All-Star caliber. Young PF Jermaine O'Neal, acquired in a trade with Portland, is an incredible talent.

LA Clippers

OFF: 80 DEF: 90 ALL: 79

The Clippers look like a team on the verge of greatness, but every season they manage to snatch defeat from the jaws of victory. You'll have no trouble scoring points with the lineup of PF Elton Brand and SF Lamar Odom—call a lot of low post plays and have the rest of the team get out of the way.

LA Lakers

OFF: 98 DEF: 95 ALL: 98

What can be said about the Lakers that isn't already known? SG Kobe Bryant and C Shaquille O'Neal are the best players at their positions in the game today, and the rest of the team is impressive as well. If you're the type of player who wants to steamroll the competition every night, choose the Lakers and watch the blowouts begin.

Memphis

OFF: 76 DEF: 75 ALL: 75

A change of scenery hasn't helped the Grizzlies, who moved to Memphis from Vancouver, BC, during the off-season. The two bright spots on an otherwise lousy team are PG Jason Williams—the former Sacramento King who provides offensive flash and dazzle—and rookie SF Shane Battier.

Miami

OFF: 74 DEF: 99 ALL: 92

The real-life Miami Heat are playing some truly horrific basketball, but their poor play doesn't translate to Courtside. Miami is far and away the best defensive team in the game—so while you won't score a ton of points, you can enjoy using C Alonzo Mourning and PF Brian Grant to bang the boards and reject shots all day long.

Milwaukee

OFF: 99 DEF: 80 ALL: 94

Coach George Karl has turned the Bucks into championship contenders through hard work and dedication. The combination of PG Sam Cassell and SG Ray Allen is the best backcourt in the game, while SF Glenn "Big Dog" Robinson and PF Anthony Mason give them scoring and toughness inside. The Bucks are a well-rounded, fun team to use.

Minnesota

OFF: 94 DEF: 87 ALL: 88

This may be the year that Minnesota finally breaks out and advances beyond the first round of the play-offs. PF Kevin Garnett is just as comfortable raining treys as he is in the low post, while second-year SF Wally Szczerbiak continues to impress. Their only weaknesses are a so-so bench and a barely adequate center.

New Jersey

OFF: 78 DEF: 79 ALL: 77

The Nets are the surprise of the 2001-2002 season, and the trade for superstar PG Jason Kidd is looking better and better every day. Your biggest problem with the Nets will be finding playing time for PFs Keith Van Horn and Kenyon Martin—though Van Horn is a talented shooter who can play the SF position with little difficulty.

New York

OFF: 73 DEF: 90 ALL: 90

The Knicks continue to be one of the best defensive units in the game, but their offensive game is sorely lacking. G/F Latrell Sprewell is an all-around threat, while C Marcus Camby continues to improve. If you play as the Knicks, you can expect a lot of low-scoring, foul-heavy, ugly games.

Offense

Remember, the best defense is a good offense. Most defenses are weak in the paint, so you'll do a lot of inside scoring—but don't neglect your hot hands on the perimeter. Use the C Stick to pass—it's faster and more accurate than the B Button.

The Alley-Oop

An alley-oop is a move in which one man passes the ball over the basket and a second man leaps in the air, grabs the pass and slams it home in one motion. Wait for a man under the basket to wave his arms, then pass to him for an automatic alley-oop.

Baseball Pass

Hold the L Button and press the B Button to pass to the farthest player downcourt.

Out of Sight

To pass out of a shot, use the B Button or C Stick while in midair.

Sleepy Time

If your players are tired, call a time-out to restore some energy. You must play with Fatigue on for players to tire.

It's a Setup

There are 22 offensive plays in the game. Press Left, Right or Up on the Control Pad to select a play, then Down to execute it. Your players will execute a play even if you don't press Down, but they're sometimes a little slow on the draw.

Triangulation

The triangle offense (both inside and outside) relies on defender miscues to free up players, so look for the open man and make good, quick passes. It's great for teams with a strong SG and C.

High and Low Posts

High and low post plays focus on your big men and are effective for teams with strong power forwards. Pass to the low post man, then have him scoot around the defender for a quick dunk.

Motion Granted

Get your team moving with a motion play. The set sends the SG and and SF in opposite directions across the court. Wait for a defender to lag behind, then pass to the open man and take the shot.

Isolationists

The isolation set sends your players to the four corners of the floor, leaving the ball handler with a single man to beat. If you have a talented PG, you can run the isolation play all game long.

Perimeter Passing

Perimeter sets send everyone but the center to various points outside the key. It's useful for taking a three-point shot or clearing out the middle for your center.

Box It Up

The box play spreads the floor like the triangle, but in a square-shaped pattern. Spacing is vital for the box to work—keep your PG at the top of the key and look for a defensive mismatch.

On the Rebound

You can call a high-, normal- or low-rebound play on offense. If you're in the final moments of a game and must get the rebound if your shot misses, this is the set for you.

Orlando

OFF: 95 DEF: 83 ALL: 84

The real-life Magic would be a contender if F/G Grant Hill could stay healthy—but luckily for you, his Courtside version doesn't have that problem. SG Tracy McGrady can shoot the lights out on any given night, but the aging frontcourt combo of PF Horace Grant and C Patrick Ewing lacks speed and toughness.

Philadelphia

OFF: 86 DEF: 96 ALL: 99

The 76ers made it to the Finals last year and hope to do the same in 2002. SG Allen Iverson is perhaps the best pure shooter in the game, while C Dikembe Mutombo and PF Derrick Coleman provide an intimidating defense. Their main weakness is a one-dimensional offense—if Iverson is having an off-night, you might find it difficult to score.

Phoenix

OFF: 84 DEF: 94 ALL: 93

The Suns recently traded PG Jason Kidd to the Nets for PG Stephon Marbury, and the trade seems to have worked well for both teams. SF Shawn Marion is a future All-Star, while SG Anfernee Hardaway can still bring it on a nightly basis. The Suns are dangerous from downtown, so expect a lot of high-scoring games.

Portland

OFF: 87 DEF: 95 ALL: 91

The beauty of basketball on the Nintendo GameCube is that you don't have to worry about players griping about playing time or getting arrested. PF Rasheed Wallace, SF Scottie Pippen and SG Derek Anderson are 3/5 of a fearsome starting five, but the Blazers also boast the deepest bench in the league.

Sacramento

OFF: 98 DEF: 88 ALL: 97

If any team from the Western Conference can give the Lakers a run for their money, it's the Sacramento Kings. If you're looking for a team that can score from the inside or outside—and do so often—look no further than the Kings. The frontcourt combo of PF Chris Webber and SF Predrag Stojakovic strikes fear into opponents everywhere.

San Antonio

OFF: 89 DEF: 98 ALL: 95

The twin towers have returned to San Antonio in the form of PF Tim Duncan and C David Robinson. Expect to dominate the glass, camp in the paint and live at the line if you play as the Spurs—but don't look for help from other quarters. San Antonio, with the exception of SG Steve Smith, is weak in the guard department.

Seattle

OFF: 98 DEF: 76 ALL: 86

The Sonics are engaged in a rebuilding process, but PG Gary Payton continues to be among the top five players in the NBA. PF Vin Baker is pretty good in Courtside (as opposed to his on-again, off-again real-life counterpart), but a young passel of bench players and an untested center make the Sonics one of the league's weaker teams.

Toronto

OFF: 96 DEF: 89 ALL: 89

Air Canada, G/F Vince Carter, has turned himself into one of the NBA's most exciting players—and one of the best, to boot. Despite a collection of workmanlike no-names at the other positions (with the exception of C Hakeem Olajuwon) the Raptors are not a team to be taken lightly.

Utah

OFF: 91 DEF: 93 ALL: 96

Much like the Miami Heat, the real-life Utah Jazz have suffered a severe fall this year—but their Courtside alter-egos are as good as ever. PF Karl Malone is a 20-10 threat every time he steps on the floor, while PG John Stockton and SF Donyell Marshall add consistency and scoring. The three favorite words in Utah? Pick and roll, pick and roll, pick and roll.

Washington

OFF: 90 DEF: 80 ALL: 85

The addition of a high-profile veteran SG has thrust Washington into the national spotlight, but the rest of the team is lukewarm at best. Number one draft pick PF Kwame Brown is a huge talent, but you'll still have a tough time winning with the Wizards' lackluster defense and sad-sack bench players.

Small Ball

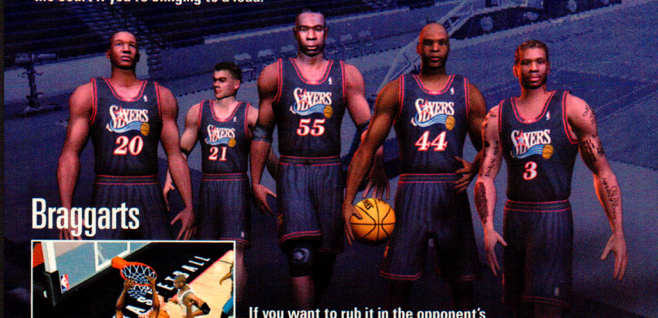
Courtside contains a number of details that can make the difference between winning and losing a close game. We've listed a couple below, but also keep in mind how much time is left and what kind of players you need. If you're down by three, don't be afraid to pull the center and put in an extra shooting guard.

Mind Your Meters

There are three meters: Adrenaline, Momentum and Fatigue. Momentum is shown in red bars at the top of the screen, while Adrenaline is underneath each player. The Adrenaline Meter will turn from green to yellow to red as a player fatigues.

Endgame

If you're down by a couple of points with seconds to play, foul the other team to stop the clock. You can either steal with the Adrenaline Meter at full or turn the Late Game Foul option on in the Game Setting menu. The other team will do the same, so get your best free-throw shooters on the court if you're clinging to a lead.



Braggarts

If you want to rub it in the opponent's face, press the X Button as you go up for a dunk. Sometimes you'll perform a massive two-handed slam and hang on the rim—don't stay up there too long or you might get hit with a technical!

Rock the Rim

We've dished out the strategy lowdown, now it's up to you to become a Courtside pro. Experiment with different teams and plays to find out what works best, then take your team through the season and onto the play-offs for a chance at the greatest prize of all—the NBA Championship!

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BATMAN™ VENGEANCE

Like a graphic novel turned into a video game, Ubi Soft's adventure swoops in with Batman's worst enemies and the most twisted caper of his career.

Based on the WB animated Batman series, Batman Vengeance mixes the cinematic and stylish appeal of the cartoon with snarling comic-book attitude to create 23 levels of sleek, atmospheric action. Ubi Soft's varied adventure pits the Dark Knight against Gotham City's foulest—the Joker, Harley Quinn, Mr. Freeze and Poison Ivy—in a bizarre case that would drive a lesser superhero batty. Keep your wits with a walk-through for the game's first 13 levels.

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TEEN T Violence

CONTENT RATED BY ESRB

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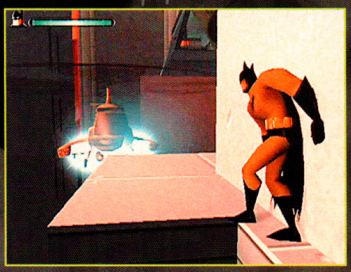
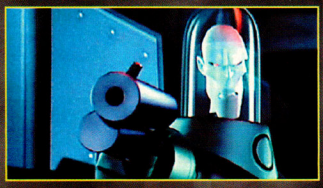




THE DARK KNIGHT

Batman is known for his resourcefulness, unflinching fighting style and utility belt full of gadgets galore, and Batman Vengeance delivers the complete package of cunning Caped-Crusading action and adventure you're expecting.

MARTIAL ARTS

Basic Attacks

For every superhero, there seem to be several supervillains and hundreds of low-rent thugs. Fend off the criminal element with wham-bam assaults courtesy of the A and B Buttons.

Power Moves

When your hits connect, your yellow Charge Bar will fill up. Special attacks activated by Controller combos are called Power Moves, and your Charge Bar fuels the assaults. You need points to unlock most Power Moves, and you'll score by cuffing villains, defeating bosses and finding secret cheats. See "The Hammer" on page 40 and "The Clean Sweep" on page 42 for specific Power Move info.

CAPE CRUSADING

Happy Landings

Batman doesn't wear a cape just for dramatic effect—he wears it so he can glide through the air. When you jump across a gap, press and hold A to open your cape in midair so you can slow your descent and extend your flight.

Cape Fear

To shield yourself from enemy assaults, press and hold X to use the cape as a protective cloak. Its defensive power is limited, so keep track of the blue Cape Status Bar that appears when you're bundled up.

STEALTH

Sneak Attacks

You'll alert enemies if you charge onto the scene. Get the jump on villains by using sneak attacks, such as gliding to them. Sidestep with your back against a wall by hitting Y while pressing the Control Stick toward the wall.

FREE FALL

Taking the Plunge

In some levels, Batman will have to take a dive to catch up with falling characters. Press and hold Y to fall at full speed and press and hold B to slow your descent.

UTILITY BELT AND VEHICLES

Whether you're driving one of Batman's vehicles or relying on his utility belt, you'll need to buckle up for plenty of high-risk Caped Crusader crime busting. Though you'll cruise in the Batmobile in one level and fly in the Batplane in another, you'll do most of your work on foot and your utility belt will more than help you get by. Tap R to view which belt item you currently have equipped and press the L Button to cycle through your gadget inventory.

BAT-COMMUNICATOR

Batgirl Guidance

While Batman is out busting heads in Gotham City, Batgirl is holding down the fort at the Batcave. She's investigating the caper from mission control, and she can give you guidance if you call her by pressing the L Button.

SCOPE

Vengeance Vision

The phrase "blind as a bat" doesn't apply to Batman. With the help of his Scope, he can zoom in on faraway targets. Get a closer look at things by selecting the Scope from your belt and using A or B to zoom in or out.

FLASH BOMBS

Blinded by a Bat

Drop a Flash Bomb to stun an enemy for a few seconds. While your rival is dazed, you'll have a chance to cuff the thug or to make an escape.

BATARANGS

Disarm or Destroy

Avoid gunfire by disarming your enemies. When villains are packing heat, toss a Batarang at their weapon or gun-toting hand to disarm them. You can also use Batarangs to destroy objects, such as circuit boxes.

BATCUFFS

In a Bind

Knocked-out enemies will eventually come to and come back for more. To prevent them from attacking again, cuff them when they're down or when you're sneaking from behind. You can earn points for doing so.

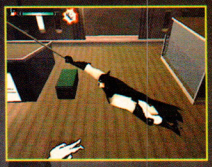
BAT-LAUNCHER

Nets, Remote Charges and Electrical Stunners

When you arm yourself with a net, Remote Charge or Electric Stunner from your utility belt, you'll automatically load the projectile into the Bat-Launcher. Fire the launcher's Remote Charges to make things go boom and shoot nets and Electric Stunners at enemies to disable them for a short period.

BAT-GRAPPLE

The Reel Deal

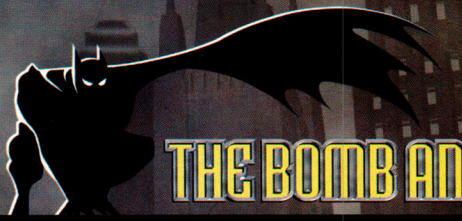


The only things the Bat-Grapple can latch onto are white bat symbols. Aim the Batgrapple at a bat, then fire when your sights turn red. If you hit your mark, you'll hoist yourself to the target.

VEHICLES

The Batmobile and Batplane

You'll pursue Poison Ivy's thug in the Batmobile and you'll fly after Mr. Freeze in the Batplane. For both vehicles, you must use the L and R Buttons to round tight corners.



THE BOMB AND RANSOM NOTE

Batman Vengeance plunges the Dark Knight into an elaborate plot involving the Joker, Harley Quinn, Mr. Freeze and Poison Ivy. The adventure begins when Batman hears a woman in distress and the foreboding cackles of the Joker echoing through the streets of Gotham City.

Rescue the Woman

As the opening credits roll, work your way through the alleys and along the rooftops to reach the chain-link gate. The woman you must rescue is bound and gagged behind it.

A Joker's Ransom

Once you grab the woman, jump over the barrels and bomb to escape the blast. When the smoke clears, pick up the glowing ransom note that falls out of the woman's pocket.

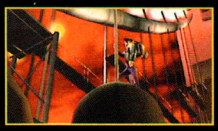
BATCAVE TRAINING

After the explosive opening sequence, Batman returns home to make sense of the Joker's scheme. The woman Batman has rescued is named Mary, and her son is being held for ransom by the Joker. Determined to thwart the Clown Prince of Crime's shenanigans, Batman readies himself by brushing up on his training.

Alfred's Training Lessons

Follow Alfred's directions to complete your training lessons and perfect Batman's techniques for grappling, target-shooting, fighting, sneaking around and free-falling.

ROOFTOP BATTLE AND THE BRIDGE



There's something about Mary, and it's pretty fishy. While Batman was training, Batgirl was investigating the mystery woman and uncovered some startling news—Mary and her son didn't seem to exist until only recently. The one record of Mary that Batgirl could find was her address, so Batman sets out to pay her a visit.

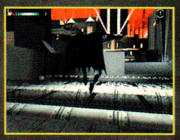
THE HAMMER

The Hammer is the only Power Move you'll have in your repertoire at the get-go—all other Power Moves require you to reach specific point levels before you can use them. To nail an opponent with the Hammer, duke it out with an enemy to fill up your Charge Bar. When it's got some juice, simultaneously press L and B.

Bat on a Hot Tin Roof

Cuff as many thugs as you can to earn points. You'll start the level with three Batcuffs, and you can find a supply of three more on a rooftop. Climb the ladder near the first thug to reach the restraints, then climb down the ladder. Target the rooftop grapple point across the way to hoist yourself to the next building.

The Trouble with Mary



After grappling your way to the rooftop, defeat and cuff the thug then hop across the pipes and grating leading to the next building. If you're low on health, drop below the pipes to find a health power-up. When you've reached the neighboring rooftop, walk to the edge to get a better look into Mary's apartment.

The Chase Begins

Pursue the thug who's kidnapped Mary. Grapple to the roof of her apartment to conk out and cuff the patrolling thug, then walk to the far-left corner of the roof. Look up to spot the grapple point on the next roof.

SECRET CHEAT

The game contains five secret cheats, and you won't earn a perfect 10-point score in the level unless you find the first cheat, Envelope A. Drop onto the ledge below the garden, then follow the ledge to the left. Grapple up to the doorway and enter to find the glowing envelope. Finish the game and start a new file to use the cheat.

Guard and Grapple

After grabbing the secret cheat, work your way through the hallway. When you exit, grapple to the fenced-in area across the way. Battle the guard and cuff him, then head to the open area of the fence. Look across the open section to spy the grapple point that you can use to hoist yourself to the next roof.

Under Construction

On the unfinished rooftop, hop across the wooden platforms. Use the C Stick to reposition the camera so you can carefully leap across the gaps, and cuff the thug in the corner to snag the supplies he was guarding.

Going for a Glide

Using your cape, glide wherever you see the kidnapper. Float to the rooftop where you see him emerge with Mary, then fire your Bat-Grapple at the target looming above you on the neighboring skyscraper. Battle the thug on the ledge, then climb the ladder to continue your pursuit.

From the Gargoyle to the Bridge

Follow the skyscraper's upper ledge to the gargoyle that overlooks the rooftop with two pyramids. Glide to it, then follow the ledge to the bridge. Slide down the slope, then quickly jump and glide before you reach the end of the line. Float to the building across the gap to meet up with the kidnapper.

The Loading Docks

Homing in on Mary's distress signal, Batman heads to the loading docks by Gotham Bridge. The Joker's armed thugs patrol the area, so sock it to them and cuff them. If you're double-teamed by armed guards, disarm them by landing a hit on each thug. You'll lock onto one enemy at a time, but you can break combat by hitting Y.

Truck Stop

Walk to the far end of the loading docks and hop over the orange-and-white barricade by the last truck. Back up against the trailer to slip through the narrow passageway.

Defeat the Kidnapper

The kidnapper is tougher than the other thugs you've battled, so use rapid-fire hits to energize your Charge Bar. Fill it up often so you can pound out the Hammer a few times.

After you've cuffed the kidnapper, Batman will give Mary a transmitter so she can contact him when she's in trouble. At the Batcave, Batgirl will receive a transmission at Gotham Bridge.

SECRET CHEAT

Envelope B will enable you to max up your Charge Bar in an instant. You'll find the cheat in the opening area of the Bridge level. Climb the first ladder, then face your starting point in the level. Jump and glide around the corner of the crate so you land on top of the box by the yellow lights. Hop across the boxes to find the cheat.

Trouble over Bridged Waters

After defeating the thug on the other side of the truck, cuff him then target the grapple point on the bridge. Reel yourself in, then battle the thugs perched on the catwalks. If you run out of Batcuffs, return to the villains when you score a new supply.

The Wrecking Ball

When you reach the Joker, seek shelter from his wrecking ball by standing behind one of the two towers. Sidestep to target him when he hits your tower, then toss Batarangs at him to stop him.

Toby or Not Toby

In the second phase of the Joker battle, the clown will drop Mary's son, Toby, into Gotham River. Press and hold Y to dive after him—reach him quickly before he hits the water.

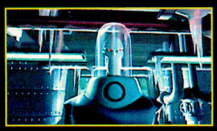
The Joker's Wild

The plot thickens as Toby turns out to be a decoy and Mary reveals herself to be Harley Quinn. Caught in the middle of the Joker's trap, you must engage the villain in hand-to-hand combat. Dodge his projectile attacks and weaken him with the Hammer.

The Fall of Harley Quinn

Your showdown with the Joker ends with his falling into Gotham River. Devastated Harley dives after him, and Batman must free-fall to rescue her. Dodge the catwalks and press and hold Y to catch up with her.

ISAAC EVERS, FREEZECOPTER AND PROMETHIUM FIRE



Though it seems to be unrelated to Mary's case, Mr. Freeze's plot to kidnap chemist Isaac Evers is actually a small part of the Joker's grand plan. The pieces will eventually fall into place, but to Batman, Mr. Freeze's takeover of Evers's workplace—Gotham Industrial—is just another scheme hatched by his cold-blooded nemesis.

Chill Factor

The freeze miser has turned Gotham Industrial into a giant icebox, and Batman must defrost the facility's security guards. If you spot a security guard who's frozen, punch the ice to free him from his subzero prison. Batman can also chip away at the dark-colored ice, so punch the frozen barricade blocking the elevator shaft.

THE CLEAN SWEEP

If you've been winning fights, cuffing thugs and finding secret cheats, you should have enough points to unlock the Clean Sweep Power Move. You need 20 points to use the move, which will knock down rivals when you hit L and A simultaneously.

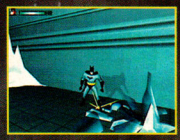
Guards on Ice

You win points for thawing out frozen security guards, so make sure that you've defrosted the rent-a-cop in the room at the bottom of the elevator shaft and the one who's chilling in the video surveillance room.

Storage Area Key 1

In the cryogenic tube room, grapple to the tower on the left, then jump to the bridged towers below. Climb the ladder and glide to the next tower. Scale that tower's ladder, then cross the bridge to the next tower where you'll find a frozen guard. Free the frozen guard and grab Storage Area Key 1, which he'll drop.

Storage Area Key 2



Beyond the cryogenic tube room, free the two frozen security guards. Ride the mobile platform overhead to reach the guard in the corner who holds Storage Area Key 2.

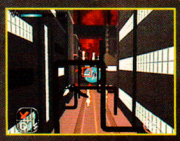
Ice Maidens

When you meet up with Mr. Freeze, he'll order three of his Ice Maidens to gang up on you. Hit Y to shift your focus so you can disarm each Ice Maiden individually. Cuff all three to move on to Mr. Freeze.

Playing It Cool

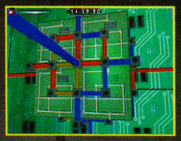
Run up the stairs toward Mr. Freeze and let him zap you with his freeze ray. After he escapes with Isaac Evers, rapidly wiggle the Control Stick to break free from the ice.

Dark Knight in Flight



As Mr. Freeze makes off with Isaac Evers in the Freezecopter, take to the skies in the Batplane. Press B to blast frozen chunks Mr. Freeze has left in your flight path and hit L or R to turn the Batplane on its side for tight turns. Destroy the Freezecopter's shields before it clears the skyscraper to earn a perfect score.

The Netwire Puzzle in Isaac Evers's Laboratory

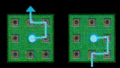


At Isaac Evers's lab, the security doors will lock and you'll have less than 15 minutes to hack into the system and disable it. Pull off the feat by joining the colored wires so they complete the circuit.

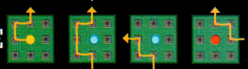
Crossed Wires

Finish each colored circuit by rewiring the puzzles according to the paths shown to the right. The left square in each puzzle sequence depicts your starting point. Once you've rewired a square, flip the puzzle according to the arrow at the end of the wire to begin work on the next square.

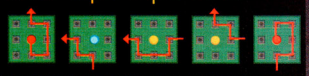
BLUE PUZZLE



YELLOW PUZZLE



RED PUZZLE



Gas and Electric

Water floods the cryogenic chamber room, where live wires electrify the pool and dangerous gas leaks from the ceiling. Hop across the chambers to flip the power switch on the left side of the room, then trip the other switch to disable the gas.

Hall of Injustice

Subdue and cuff the two Ice Maidens in the hallway. If you've taken some damage, revitalize with the health power-up in the last doorway at the end of the hall.

Cold Storage

Once Batgirl contacts you, enter the iced-over room. Break through the ice barricades so you can battle two Ice Maidens. After cuffing them, slip behind the wall of ice near the exit door to find a health power-up.

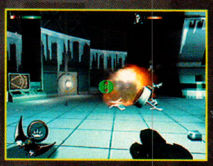
Hidden Weapons Stash

In the second iced-over room, you'll meet up with another pair of Ice Maidens. If you're low on health or weapons, climb the ladder and walk to the end of the ledge. Climb down to snag a health power-up and a large supply of ammo.

Laboratory Key

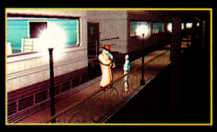
At the bottom of the frozen elevator shaft, you'll get a chilly reception from two Ice Maidens. Battle them both, then grab the Laboratory Key, which one of them will drop.

Mr. Freeze's Finale



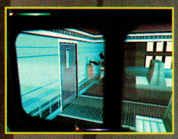
In your fight against Freeze, dodge the supervillain's freeze ray. If he puts you on ice, rapidly move the Control Stick to break free. To defeat Mr. Freeze with ease, shoot Remote Charges at the glass tubes that are being transported overhead. Detonate your charge when the tube it's attached to is directly above Mr. Freeze.

SAVING BATGIRL, BATMOBILE CHASE AND THE CRASH



Mary's transmitter somehow got planted on Gotham City's Mayor Hill, and Batgirl has spotted him making a shady transaction with a suspicious man in a trench coat. When Batgirl follows the man onto a train, she discovers that he isn't even human. It looks like Batman has a train to catch and a sidekick to rescue.

Riding the Rails



Reach Batgirl at the front of the train before her time runs out. Destroy the circuit boxes inside cars 2, 6 and 9 (enter 9 from the unlocked front end) and the one outside the engine car. Flip the switch in car 11 (ignore the other switches to earn a perfect score). To defeat the monsters, hit them with Electric Batarangs.

The Thrill of the Chase

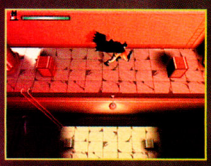
Follow Poison Ivy's thug as he drives across Gotham. Stay close on the thug's bumper by blasting plant bombs out of your path and dodging traffic. As soon as a green arrow appears on screen, press L or R so you can make a tight turn.

The Finish Line

After following the car across town, Batman will set his sights on the vehicle. Dodge traffic and shoot the car so it crashes. Investigate the wreck to find a clue.

BATMAN BEYOND

The Caped Crusader's caper is just getting interesting. In the game's remaining areas, Batman will battle against Poison Ivy's Green Monster before finding himself framed. On the run from Commissioner Gordon's SWAT team, the Dark Knight must go undercover to clear his name and crack the case. Harley and the Joker have hatched a twisted plan, and Batman has 10 remaining levels to make sure he's the one who has the last laugh.



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ESRB
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Next Gen Action with over 500 animated Batman moves
Next Gen Gear including 10 devices like remote charges
Next Gen Combat with intense martial arts combos
For more info visit www.ubisoft.com/batmanvengeance
PlayStation 2
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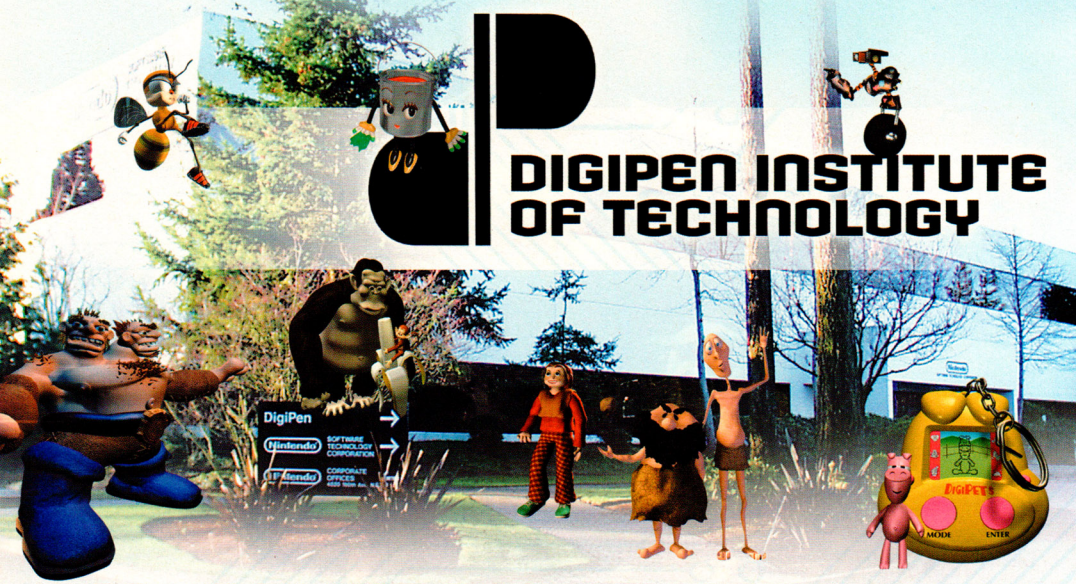
THIS ISSUE, NINTENDO POWER GOES BACK TO COLLEGE TO DISCOVER WHAT GOES ON WITHIN THE WALLS OF NORTH AMERICA'S PREMIER VIDEO GAME PROGRAMMING INSTITUTE.



TEACHING THE FUNDAMENTALS OF FUN

Claude Comair leads DigiPen and Nintendo Software Technology with the philosophy that games should be fun from day one.

Claude Comair, president and founder of DigiPen Institute of Technology, likes what he sees—a classroom full of freshman students displaying the products of their first semester in the school's Real Time Interactive Simulation program. "You can see the history of gaming here," he says, while walking among the dozens of projects that look much more like classic computer games than Computer Science assignments. "When you create a game here, you get to focus on the elements that will make it fun," says Comair. That's why the school, based in Redmond, Washington, introduces students to the principles of video game creation, along with the hard science of mathematics, computer programming and physics, from the first day of class. When students see what they can bring to the screen in just weeks, "it gives them a reason to study math."

The promise of learning video game development and applied science has brought students to DigiPen for several years. Established in the late '80s as a Vancouver, B.C., computer animation production company, DigiPen first offered video game programming courses in 1994. The school's two-year game development diploma certificate program was the first of its kind in North America. In 1997, aided by a long-standing relationship with Nintendo, the school established its Redmond campus and began a degree program. Students who complete the requirements of the school's two-year Real Time Interactive Simulation program receive an associate degree of science, while four-year students earn a bachelor degree of science. The school's first four-year class graduated in December. DigiPen also offers a two-year art and animation program that results in an associate degree of applied arts in 3-D computer animation.

The halls of the DigiPen Institute are lined with the work of its art students. Much of the art is also available for download.

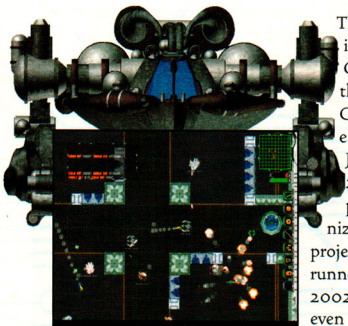
HARD WORK AND DEDICATION PAY OFF

"Our students are very dedicated," says DigiPen's chief operating officer, Jason Chu. "Over a 15-week semester, they are in school 13 hours a day, Monday through Friday, and eight hours on Saturday." Students in the Real Time Interactive Simulation program spend their time in classes with titles such as Advanced Surface Modeling, Game Implementation Techniques and Mythology for Game Designers. They also work on a video game project each semester. First-year students work on single-person projects as they learn the fundamentals of computer programming, using the C programming language and a DigiPen-developed tool called Fun. After the first year, project assignments become more complex and require teams of six or more programming students with two or more art students.

Christopher Erhardt (left) and Jason Chu encourage DigiPen students to learn by developing a fun and challenging curriculum.

While developing their advanced semester projects, DigiPen students take the same steps that professional game designers and programmers take in the creation of a game. "First they propose an idea and write a game design document," says Chu, showing a large binder full of concept, control and interface descriptions. "Then they develop a technical design that discusses the programming concepts and the technology that they will use to create the game." Chu shows another document that is filled with diagrams and programming examples. "While they're creating the game, they even make a mock-up package and instruction booklet."

"When you create a game here, you get to focus on the elements that will make it fun."—Claude Comair


Student project GenJox is a futuristic multiplayer shooter. The game was featured in the Volume 152 Game Watch column.

The school participates in the Independent Games Festival, part of the Game Developer's Conference that is held each spring in San Jose, California. In 2001, three DigiPen projects were recognized, including student project winner GenJox and runner-up MatrixAttack. In 2002, the school will have even more student project entrants. The games are available as free downloads from digipen.edu.

The DigiPen Institute of Technology has earned a reputation for being a tough school that demands a lot from its students. To qualify for admission to the Real Time Interactive Simulation program, students must meet strict requirements in the areas of math and science, and once they are in school, they must dedicate themselves to their courses and projects to receive passing grades. Because of the school's strong commitment to a serious education, its students have landed jobs at several game development companies, including Nintendo Software Technology, Iguana, Electronic Arts, Valve, DreamWorks Interactive and Microsoft. In fact, many of the members of the programming staff at Nintendo Software Technology, the developers of Nintendo GameCube hit Wave Race: Blue Storm, are former DigiPen students.

In addition to a full curriculum on its Redmond campus, DigiPen has recently added one-year classes for two Washington skill centers, that cater to more than 40 high schools. It also offers four summer workshops in Redmond, four times over the course of each summer. Two 3-D animation workshops are available to students in eighth grade and above. Two video game programming workshops are offered to students in ninth grade and above. Information about fees and registration is available through DigiPen's website.

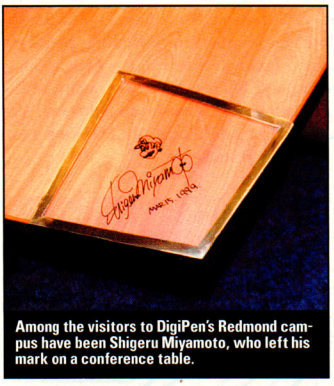
Students in DigiPen's Real Time Simulation get instant results in their quest to learn game programming with the "Fun" tool.

Future plans for the DigiPen Institute include more involvement with high school programs nationwide and an ambitious online club. "A lot of people have ideas for video games," says game project department chair Christopher Erhardt. "We want to offer a tool that will give game enthusiasts a way to express those ideas and create their own games." The DigiPen Institute of Technology has plans to offer novice programmers a way to learn programming skills and develop games with tools that will be available through the digipen.edu website in the near future. Tentatively titled Club Fun, the service will provide members with the Fun developing environment and an online community within which they can discuss ideas, ask questions and submit their own projects. Plans are to have the club online in the spring. Look for announcements in a future issue of Nintendo Power or check the DigiPen website for details as they become available.

THE FIRST STEP'S A DOOZY

"This is not the pretty picture department," says Erhardt while introducing some of the recent freshman projects. The first-year games may not have the artistic polish of commercially available games, but they certainly do have a lot of content and appeal for projects that have been developed over a three-month period by relative programming novices. The success of the freshman projects is due to both the dedication of the students and the availability of tools that give them a good start.

"This is not the pretty picture department,"–Christopher Erhardt



Among the visitors to DigiPen's Redmond campus have been Shigeru Miyamoto, who left his mark on a conference table.

DigiPen's development environment is called Fun because it was designed to let people who are new to C programming get their games up and running in a hurry and to focus on the aspects of the games that make them fun to play. "Fun enables you to visualize your game idea," says Erhardt. But it's not a replacement for technical knowledge. With the framework in place, students use C code to create the individual elements of their projects.

"Fun enables you to visualize your game idea."–Erhardt

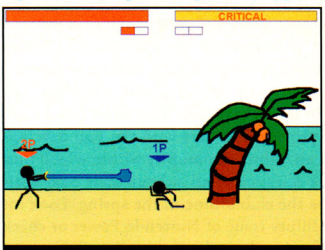
"Of course, you still have to know how to program," offers Comair. "We present the fundamentals of programming one at a time, and as we go through the classes, we turn off areas of Fun." Eventually, students are able to create games without the Fun tool at all, and with complete knowledge of all aspects of C programming as they apply to game development.

"We present the fundamentals of programming one at a time, and as we go through the classes, we turn off areas of Fun."–Comair

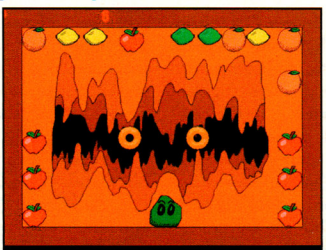
By the end of the first semester, programming students are able to create games with moving sprites and backgrounds, complete with sound effects and music. Among the most recent freshman projects are Jason Rost's Pool Fun, a billiards simulation with realistic physics, Matthew Clyne's Fun Hack, a hacky sack game that features a stick figure with a Mohawk, and Joshua Billeaudeau's Blobby the Blob, in which a gelatinous player-controlled character consumes its enemies to a banjo sound track. The one multiplayer offering in the slate of recent freshman projects is Stick Fighter, developed by Luis Correa. The game is a 2-D brawler with stick figure fighters.

Life at DigiPen is not all video game related. Students learn several levels of math, computer science and physics.

Stick figures and simple graphics are prevalent in the first-year projects, because the programming students create all of the art themselves. "Programmer art," as Erhardt puts it, is not the emphasis for beginning students. What's important is that they establish a foundation of programming knowledge and game development that they can take to the next step and continue their education.



Two-player figting game Stick Fighter, developed by Luis Correa, is complete with special combo moves.



Joshua Billeaudeau's creation, Blobby the Blob, demonstrates sprite animation, wacky action and a big green blob.

Jason Rost's Pool Fun is an Eight Ball simulator with realistic physics and intuitive control.

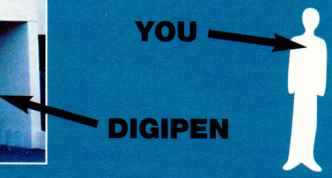
WIN A SUMMER SESSION AT DIGIPEN

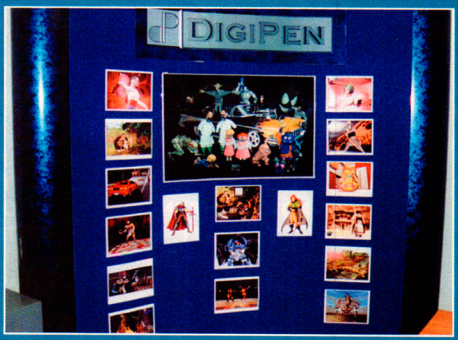
Attending the DigiPen Summer Workshops in Redmond, Washington, is a great way to start learning about the production of 3-D art and game programming. If you'd like to be Nintendo Power's guest to a 2002 DigiPen summer workshop, we'd like to send you there. All you need to do is write a short essay (500 words or less) that explains why you would like to attend one of the DigiPen workshops. We'll select one winner and send that person to the school for a 12-day stay, with airfare, accommodations and living expenses provided. Entrants must be old enough to attend the workshops (eighth grade for the art workshop or ninth grade for the programming workshop). If the winner is 17 years old or younger, he or she must be accompanied by a parent or guardian. Entries must be received by March 30, 2002.

DigiPen

SEND ESSAYS TO:

NINTENDO POWER
DIGIPEN CONTEST
P. O. BOX 97082
REDMOND, WA 98073-9782

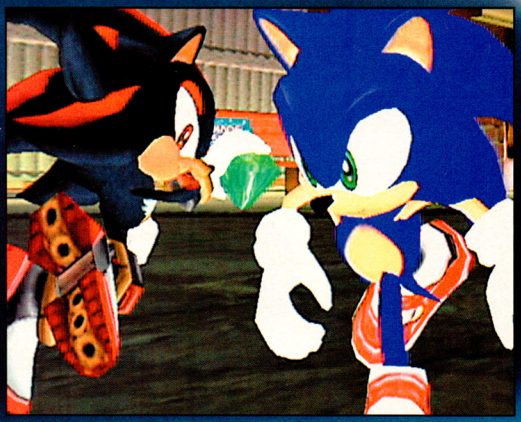




NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents ages 15 and older (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, and "Digipen Contest" on you essay and mail the entry to this address: NINTENDO POWER, DIGIPEN CONTEST, P.O. BOX 97082, REDMOND, WA 98073-9782. One entry per person. Entries must be received by 3/30/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. On or about 4/15/02, judges will evaluate and judge each essay entry on the following criteria: explanation of how attending the Video Game Programming Workshop would be beneficial: 60%; and the overall creativity of essay: 40%. Sponsor will attempt to notify winners by mail by 4/30/02. Prizes not claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 4/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) winner will receive a trip for two (2) to Digipen to attend a 2-week Video Game Programming Workshop. Approximate Retail Value (ARV) of prize package is $7,400.00. Airfare, hotel accommodations, and trip transportation is included in this trip. If winner is under the age of 18, winner must be accompanied by parent or legal guardian. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Sponsor at its sole discretion. Actual trip dates to be determined based on session availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America Inc. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., Redmond, Washington.

NINTENDO POWER'S TOP TEN REASONS YOU WILL LOVE

SONIC ADVENTURE 2 BATTLE™



WHEN SONIC ADVENTURE 2: BATTLE ARRIVES FOR NINTENDO GAMECUBE EARLY THIS YEAR, IT WILL MARK THE BEGINNING OF A NEW CHAPTER IN ACTION GAMING. NINTENDO POWER HAS BEEN CHECKING OUT SEGA'S FLAGSHIP GAME, AND WE THINK YOU'RE GOING TO LOVE WHAT WE'VE FOUND. LET'S COUNT THE REASONS!

10 TWO HUGE GAMES

Unlike most adventures, Sonic Adventure 2: Battle lets you play through the game two completely different ways. If you choose the Hero adventure, you'll begin the quest as Sonic then play stages as some of the blue blazer's buddies, such as Knuckles and Tails. The Dark adventure begins with Dr. Eggman, and players will take the controls of the mysterious Shadow and the untrustworthy Rouge. The two story lines intersect at times, but to get the big picture you really need to play both adventures.

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DRIVE YOURSELF NUTS PLAYING BY THE 'TOON RULES OF THIS GCN DEMOLITION DERBY. HANG ON FOR A LOONY RIDE!

TEEN T Comic mischief Violence
CONTENT RATED BY ESRB

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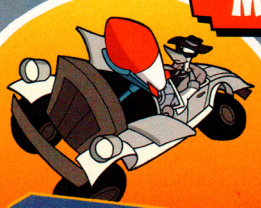
LAFF ATTACK

If you like the thrill of the chase and have the need for speed, but need a little something new under the hood, EA Games bends the rules with weird cartoon drivers, hilarious weapons and 12 arenas crammed with surprises and booby traps. Follow us to victory.

MOTLEY CREW OF 'TOONS



FOWL MOUTH

His old Studebaker makes him one of the slowest in the derby, but his personal tommy gun weapon transforms this gangster duck into a bird of prey that you wouldn't want to meet in a dark alley.

PROS: Good turning and acceleration make him just ducky for nimble close combat.

CONS: Poor speed means he's pretty much a quack for racing. Bad deceleration, too.

PERSONAL WEAPON: Tommy Gun

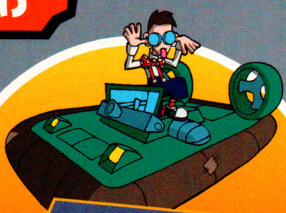
B.T. BRUNO

No one's going to tell this Elvis-obsessed lunk that an ex-construction guy can't make it in showbiz—not with his tank-solid 'dozer and sledgehammer, a personal weapon that smacks all naysayers flat.

PROS: He's a heavyweight, so B.T. bullies his way through collisions. Great braking.

CONS: Miserable speed. Sad acceleration. Bruno is just not built tough for racing.

PERSONAL WEAPON: Sledgehammer



FLEMMING

Brainiac geek Flemming might have invented his hi-tech hovercraft to outdo the competition, but he still gets pushed around in the lightweight vehicle. Fortunately, he's among the fastest in the pack.

PROS: For long race stretches, he's hard to beat with his speed and acceleration.

CONS: Flemming's craft is full of air, so precision is pretty floaty.

PERSONAL WEAPON: Dual Laser Cannons

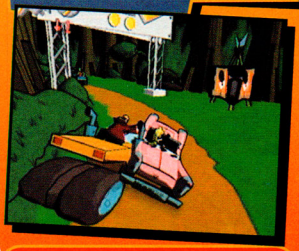
SMACK ATTACK

The first player to score 500 smack points wins, so either nickel-and-dime your way there with countless face-to-face attacks or keep your distance with a few dozen high-scoring ranged attacks. Doing both can muddle your mission.

SMACK ATTACK STRATEGY: Know your vehicle's pros and cons, then learn what parts of the landscape enhance your strengths and guard your weaknesses. Knowing how to activate special environmental booby traps—like the rock avalanche or 100-ton weight—can also tip the balance of power in your favor.

GATE RELAY

The fast and the furious tend to win the high-speed Gate Relay by passing through 20 gates on a loop. But the slow and studious don't have to throw in the towel; they just need to be more devious with vehicle-bashing action on the fly.



GATE RELAY STRATEGY: Of course, choosing an instrument of speed is the easiest way to lead the pack. Eventually you'll take on Gate Relay with slower cars, however. To slow everyone else, race in the opposite direction. You'll have many more chances to smash foes and still score every gate around the loop.

FLAG RALLY

Most difficult of the game modes, Flag Rally requires you to pick up four flags and deliver them to the winner's circle. Complications: The flags are running for their lives, foes can easily steal your captives and the winner's circle is often hidden.

FLAG RALLY STRATEGY: Find the winner's circle before entering the flag-stealing frenzy. Once you're carrying flags, wait on a vantage point—or, better yet, in midair via a rocket power-up—to reduce your chances of being ambushed. Then swoop in and scavenge freed flags after your foes are ambushed.

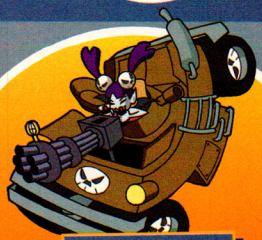
SINDER

A netherworld reject, this freaky spark plug burns up the road with his all-terrain vehicle. Sinder's personal weapon is a grill-mounted wood chipper that turns fender benders into lethal collisions.

PROS: Speedy, sure. But his wicked edge comes from being able to turn on a dime.

CONS: Scary brakes, but overall Sinder rules this flame-or-be-flamed game.

PERSONAL WEAPON: Woodchipper



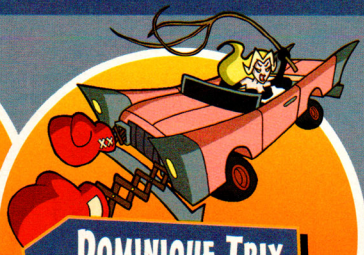
VIOLET

Hell-bent on destruction, animé demon girl Violet tears up the strip with her armored personnel carrier. When equipped with her personal mortar weapon, Violet can shell foes from a distance.

PROS: Good speed and awesome acceleration keep Violet ahead of the pack.

CONS: Hers is the worst turning car of the bunch, and her decel is so-so.

PERSONAL WEAPON: Mortar



DOMINIQUE TRIX

Smart as a whip behind the seat of her pink Cadillac, the sassy Ms. Trix can achieve outrageous velocity. If armed with her personal dynamite-crossbow weapon, she can spank competitors badly.

PROS: Breathtaking speed and a special medium-range weapon open up the road.

CONS: She slides all over the tracks with her Caddie's wretched traction.

PERSONAL WEAPON: Dynamite Crossbow

Bag of Bizarre Tricks

Axe

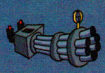
One power-up grants three hits, so make the most of the axe against overlapping foes.

Baseball Bat

The bat smacks up great points per whomp, so swing it rapidly and often.

Freeze Ray

Encase your target in an ice cube for a moment. It's more cool than effective.



Chain Gun

Its rapid-fire rate is awesome, but it's not very deadly against high-velocity action.

Boxing Gloves

This weapon gets small-potato points per punch, but you can jab up stunning totals.

Chain Saw

Swing in to the thick of heavy traffic to get the most from the six-swipe chain saw.

Grenades

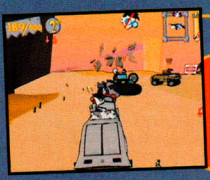
They hurt only your enemies, so blast away at point-blank range in enclosed areas.

Spin and Fire

One of the most effective ways to eliminate a tailgater is to hit your brakes and spin around while firing. It's an especially vicious strategy with a close-range weapon like the baseball bat or chain saw.

Ranged Weapons

With long-range weapons, seek out the choice strike zones, where vehicles tend to cluster, then launch your attacks from a safe distance. You'll have plenty of time to flee if they survive and come for revenge.



Firing in Reverse

An enemy will attempt to hunt you down after you've pecked him with a range weapon like the chain gun. After the chase is on, put it in reverse and exploit the extra time you have to strike your pursuer.

Personal Weapons

Learning how to use a character's personal weapon means more than just knowing how to fire it. Each weapon is smartly paired with its vehicle, so study how the weapon affects its vehicle and vice versa.

Desert Theme

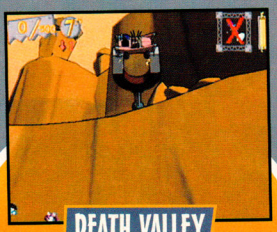
With a look and feel and freaky physics reminiscent of Looney Tunes' badlands backdrop for the Road Runner cartoons, the Desert derby arenas make battle messy with peaks, precipices and lots of Acme-flavored devices. One-hundred-ton weight, anyone?

Whack Angus: Every theme has its participating driver, and the savage steer might be more massive than even B.T. Bruno and his 'dozer. Watch out for his twin blades of meat-cleaving fury.

Wild Wooly West

SURPRISES: Spring to the opposite end of the battlefield fast by riding into the train tunnel. To trigger a vast rock avalanche, strike the bull's-eye target near one of the tunnel entrances.

BEST SURPRISE: The explosives shack explodes if you gun down the bull's-eye target outside its ravine. It's very useful during Gate Relay, since the race course passes right by the shack.



Death Valley

SURPRISES: Trip the bridge trapdoor with the bull's-eye targets at either end of the bridge. Another set of bull's-eye targets situated at the other end of the canyon release a 100-ton weight on the field.

BEST SURPRISE: Activate the mega-magnet, perched on a cliff, by shooting the bull's-eye below it. The magnet will suck your vehicle up to a vantage point perfect for launching long-range weapons.

Mesa Madness

SURPRISES: Driving off the edges of the battle butte isn't fatal. You'll rebound safely and return via the rails below. Reach the winner's circle in Flag Rally by racing off the arch shown above.

BEST SURPRISE: Trigger the crane magnet with the nearby bull's-eye—vehicles underneath will be yanked into the air then dropped into a recycler. That includes you, so abuse from a distance.

JUNGLE THEME

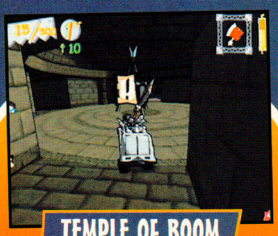
Hungry gators. Fender-chomping plants. Vegetation with squidlike strike capability. The wildlife is out for blood in the derby areas. Fortunately, the Jungle also gets you out of their reach with towering temples, treehouses and vines for the swinging.

T. WRECKS: The vain jerk totes a shrink ray when he's armed with his personal weapon. Combined with his monster-truck momentum, he'll tyrannically squash you flat whenever possible.

SWAMP STOMP

SURPRISES: Alligators lurk in the pool, so don't stop near them, or you'll face quick extinction. Also, enter the tree-trunk portals to reach the treehouse bridges and gain a predatory perspective.

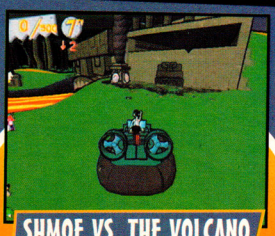
BEST SURPRISE: Grab the hanging vines to achieve air, then use the Control Stick to swing yourself around the whole Swamp Stomp area. It's especially good for escaping the melee during Flag Rally.



TEMPLE OF BOOM

SURPRISES: Maintain a friendly distance from the vehicle-eating flytraps that abound in the arena. If other competitors stray too close to the eager flytraps, blast them into their hungry maws.

BEST SURPRISE: At the temple base, push the blocks away to find an inner chamber. The space hides a personal weapon power-up, and it's the perfect small area for using ricochet weapons.



SHMOE VS. THE VOLCANO

SURPRISES: On a battlefield divided by a lava river, one side is infested with thorny vines that lash out at visitors and the other's prone to outbursts of deadly fire. So don't hit reverse recklessly.

BEST SURPRISE: Cross the lava river via an underground bypass by smacking the bull's-eye on each side of the temple. It's a small sacred space, so lure foes inside and dominate with heavy ricochet action.

TRANSYLVANIA THEME

Wicked devices and booby traps return for the horror-themed derby arenas, from a gargantuan flaming crossbow to a bridge that makes crossing a catastrophe. You'll need to know all the sinister tricks in Transylvania to survive the night.

COUNT EARL: The Count tears up the strip in his impossibly fast Drac-racing car. And he's even more evil when armed with his personal weapon, homing missiles. Steer clear or get bitten.

MONSTER MASH

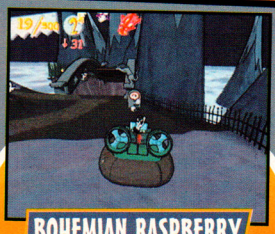
SURPRISES: Except for a conspicuously large spiderweb, there aren't outlandish surprises to exploit in the arena. But you will find several solid tombs, so take cover in them then fire at passersby.

BEST SURPRISE: That enormo spiderweb strung across one end of the derby will launch you across half the arena if you drive into it. It's especially useful during Flag Rally when carrying a partial load.

COUNT'S CASTLE

SURPRISES: A catapult will flip you into the central castle if you drive onto it. If you're playing Smack Attack, you'll find a personal weapon power-up inside. In Flag Rally, you'll discover the winner's circle.

BEST SURPRISE: Ride onto the crossbow pad to take control of one of the most powerful weapons in the game. It shoots flaming bolts from its fixed pivot position. Wipe out the entire battlefield!



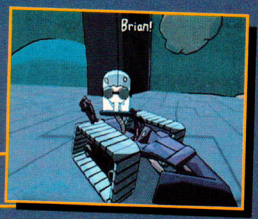
BOHEMIAN RASPBERRY

SURPRISES: There are many thrills here, so think fast. An eerie cave munches cars, two ramps offer airborne bypasses of the arena, and driving off cliffs isn't the end. You'll rebound off clouds.

BEST SURPRISE: The chasm bridge is an accident waiting to happen. Wait until foes are driving across, then smack one of the bridge bull's-eyes to pull the wood out from underneath the crossers.

SPACE THEME

The future's supposed to make life easier? Not in the Space arenas. Walking bull's-eye targets and floating power-ups are unpredictable, though new sci-fi surprises like teleportation pods, twisted gravity and destructo-rays make it all worth the trouble.



BRIAN THE BRIAN: The callous cortex will blow half of the arena to smithereens with his personal nuclear waste barrel, so put a universe between you if he's lugging a green barrel.

BABBLING 5

SURPRISES: Cross the arena fast with three teleport pods to put your opponents off your trail. One pod station is on an out-of-reach platform, where you'll find a personal weapon power-up.

BEST SURPRISE: Driving up the yellow-striped floor platform will transform your vehicle into a jet glider for nearly a half-minute. It's an almost unbeatable advantage, so stick close to that launch pad.

LUNARCY

SURPRISES: Pinball obstacles plague the arena, with rebound bumpers and ball accelerators throwing a random curve at deliberate drivers. Enter the lunar fortress by whacking the entrance bull's-eye.

BEST SURPRISE: Inside the fortress, smack the ambling bull's-eye to trigger a heat ray inside. Use it during Gate Relay when the competition is closing in fast behind you. You swerve, they fry.

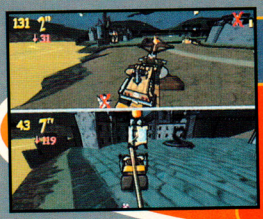
SHOOTING STARS

SURPRISES: By far the most surprise-chocked and tricky arena, the planetary ring course boasts teleport pods, orbiting way stations and a sick sense of gravity that may be a blessing or a curse.

BEST SURPRISE: The path to one orbiting way station is guarded by a high-tech shower stall. Smack its bull's-eye for a meteor shower. It's a deadly, dastardly trick to pull on your enemies.

MULTIPLAYER MAYHEM

As if single-player Cel Damage weren't insane enough, multiplayer brings more animated madness to the screen with smooth style. It's always a pleasure to drop a 100-ton weight on your best friend's head.



TWO-PLAYER 'TOON COMBAT NP

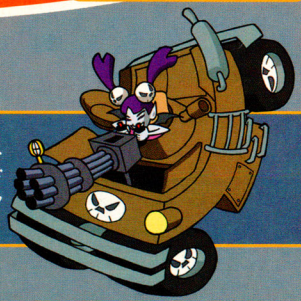
Though competitive play has its fair share of hilarity—especially when you're brandishing weapons like the car-gulping vacuum hose—joining forces to beat all the others in Flag Rally is the sweetest reward of all.

FOUR-PLAYER 'TOON COMBAT

Madness, we tell you! Playing cartoon smackdown with four people is like consuming Looney Tunes after downing a 12-pack of Mountain Dew. You'll need a steady hand and sane mind to come out on top.

CRUSH THE COMPETITION

Cel Damage has dreamed up the funniest form of racing revenge with its crazy Disc. Nothing takes the sting out of a chain saw gutting your car quite like smacking your foe flat as a pancake then speeding over his 2-D auto body to victory. With our tips, you'll be a lean, mean laff-track machine in no time.



THE ARCADE SMASH THUNDERS ONTO NINTENDO GAMECUBE™

5 different drivers, each with a unique big rig and a nasty attitude

Rough 'n rambling Arcade Mode and tons of twisted trucker mini-games

EIGHTEEN 18 WHEELER™

AMERICAN PRO TRUCKER

2-player, split-screen "Versus Mode," featuring 4 different raceways

PlayStation.2

SEGA®

NINTENDO GAMECUBE™

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VIOLENCE

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Play It Cool with Konami's Winter Decathlon

While you can play ESPN International Winter Sports 2002 in the warmth of your home, Konami's cold-weather decathlon will manage to numb your fingers like you've been in a blizzard without mittens. Filled with blistering button-mashing games, the 10-event skiing, skating, snowboarding, curling and bobsleighing competition will also test your timing, precision, rhythm and combo-crunching prowess. It may not be the Olympics, but it goes for the gold with just as much gusto.

EVERYONE E CONTENT RATED BY ESRB

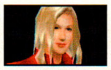
The Competitors

Eight countries participate in the games, and a male and female athlete represent each country. The athletes' abilities are ranked on a scale from one to eight, with eight being the best.

U.S.A

RIC GORDON

POWER:	1.7
SPEED:	1.7
JUMP:	6.4
TECHNIQUE:	8
QUICK:	4.8



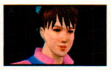
KAREN TURNER

POWER:	1.7
SPEED:	1.7
JUMP:	3.2
TECHNIQUE:	8
QUICK:	3.2

CANADA

EDWARD BISHOP

POWER:	1.7
SPEED:	1.7
JUMP:	6.4
TECHNIQUE:	8
QUICK:	4.8



SALLY EVANS

POWER:	5.4
SPEED:	6.3
JUMP:	2
TECHNIQUE:	2
QUICK:	2

JAPAN

TAKEO JINNAI

POWER:	3.2
SPEED:	4.5
JUMP:	5.7
TECHNIQUE:	4.5
QUICK:	4.5

MIYUKI AIKAWA

POWER:	1.7
SPEED:	1.7
JUMP:	3.2
TECHNIQUE:	8
QUICK:	3.2

GREAT BRITAIN

MARTIN BAKER

POWER:	8
SPEED:	8
JUMP:	3.2
TECHNIQUE:	1.6
QUICK:	1.6

BRIGID RANCE

POWER:	6.3
SPEED:	5.4
JUMP:	2.3
TECHNIQUE:	2
QUICK:	1.7

GERMANY

KLAUS GROSS

POWER:	8
SPEED:	8
JUMP:	3.2
TECHNIQUE:	1.6
QUICK:	1.6

KERSTIN STEINER

POWER:	5.4
SPEED:	6.3
JUMP:	2
TECHNIQUE:	2
QUICK:	2

FRANCE

JULES BELMONDO

POWER:	6.3
SPEED:	8
JUMP:	1.7
TECHNIQUE:	1.7
QUICK:	4.8

NATHALIE DUCHAMP

POWER:	3.2
SPEED:	3.2
JUMP:	3.5
TECHNIQUE:	4.2
QUICK:	3.5

ITALY

FILIPPO BASSO

POWER:	4.5
SPEED:	4.5
JUMP:	4.5
TECHNIQUE:	4.5
QUICK:	4.5

ISABELLA RIVERA

POWER:	6.3
SPEED:	5.4
JUMP:	2.3
TECHNIQUE:	2
QUICK:	1.7

AUSTRIA

HEINZ STRANZL

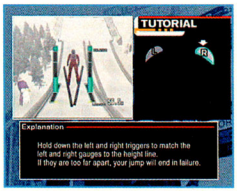
POWER:	6.3
SPEED:	8
JUMP:	1.7
TECHNIQUE:	1.7
QUICK:	4.8

STEFANIE RILKE

POWER:	3.2
SPEED:	3.2
JUMP:	3.5
TECHNIQUE:	4.2
QUICK:	3.5

OUT IN THE COLD

Trial Mode

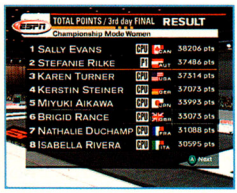


In Trial Mode, you can compete in the event of your choice to win a gold medal. Different athletes excel in different events, so choose your character based on his or her attributes.

Competition Mode

Up to two players can play in Competition Mode. In some events, you'll take turns with your rival, while other events will be played head-to-head on a split screen.

Championship Mode: Men or Women



In Championship Mode, you must use the same character to compete in a series of events. The Men's Championship features eight events (only men can participate in ski jumping), while the Women's Championship sports seven events (only women can participate in figure skating). To be the champ, you must have the most points at the end of the three-day competition.

Let the Games Begin!

DOWNHILL

Alpine Skiing: Men or Women

MEN'S GOLD MEDAL SCORE: 1:54.32
WOMEN'S GOLD MEDAL SCORE: 1:58.42

RECOMMENDED COUNTRIES FOR MEN: GREAT BRITAIN, GERMANY
RECOMMENDED COUNTRIES FOR WOMEN: CANADA, GERMANY

It's all downhill from here in the alpine skiing competition. As you schuss your way down the mountain, ski through every flag gate. If you pass a gate without skiing through it, you'll be disqualified. Speed and power are the best attributes to have in the Downhill event, so choose a skier who excels in those departments.

You must ski through all of the flag gates or you'll be disqualified. Avoid skiing over the green bushes growing near many of the flags. If you plow over one, you'll lose speed.

Watch the horizon so you can keep an eye out for the next flag gate. You'll make great time if you make a beeline from one gate to the next. Knowing your next destination will help you plot a direct course.

Some gates are located in tricky spots so you'll have to hang a few sharp turns. To make a tight turn, press the A Button, which controls your edging.

SLALOM

Alpine Skiing: Men or Women

MEN'S GOLD MEDAL SCORE: 1:04.72
WOMEN'S GOLD MEDAL SCORE: 1:06.75

RECOMMENDED COUNTRIES FOR MEN: GREAT BRITAIN, GERMANY
RECOMMENDED COUNTRIES FOR WOMEN: CANADA, GERMANY

In the Slalom event, you can hit the slopes as a male or female skier. You'll race downhill on two separate runs, so turn in a fast time and ski through all of the flag gates. On the second run, the flag gates will be rearranged, so be prepared to zag where you previously zigged.

Press Up on the Control Stick to ski faster. It's easier to maintain your speed when you're skiing in a straight line, so avoid leaning and turning more than necessary.

You must zigzag your way downhill, and making wide turns will cost precious seconds. Save time by swerving near the inside pole. Brush by it, but don't get too close or the collision will slow you down.

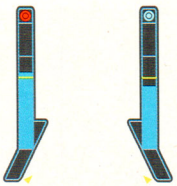
On your second run, you'll have to make sharper turns to ski through the flag gates, since they'll be closer together. Press and hold the A Button while turning to navigate tight situations.

K90-INDIVIDUAL

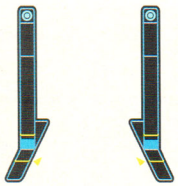
Ski Jumping: Men Only

GOLD MEDAL SCORE: 187.0 points
RECOMMENDED COUNTRY: JAPAN

Both ski jumping games are men-only affairs, and both events require precision timing. In the K90 jump, prep for takeoff by watching the billowing wind flag carefully. You'll have the least wind resistance if you start your run when the white line on the flag is perfectly horizontal. Lock in the inrun's line position by pressing and holding L and R simultaneously.



Simultaneously release the L and R Buttons right before you reach the red line on the ski jump. After launching, slowly tap L and R to lower the blue levels in your meter. Try to keep the levels even and just below the slowly descending yellow line on the meters.



As your air time winds down, the yellow line on the vertical meters and the yellow line on the diagonal meters will approach one another. To land, press the A Button the moment the yellow lines meet. If you're too early or too late, you'll wipe out.

Both your distance and landing will figure into your final score, so you'll need to fly far and touch down gracefully to bag the big points.

K120-INDIVIDUAL

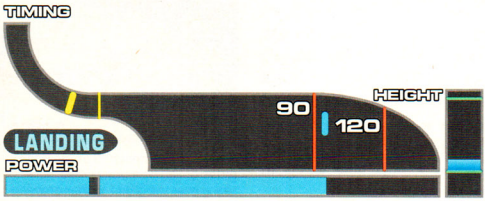
Ski Jumping: Men Only

GOLD MEDAL SCORE: 273.5 points
RECOMMENDED COUNTRY: JAPAN

The K120 ski jump is longer than the K90, and the control setup is totally different. As in the K90 competition, your final score will be a combination of two attempts and you'll start your run by selecting the wind resistance. Choose the wind (or lack thereof) by stopping the flag with a tap of the A Button.

Once you've selected the wind resistance, alternately tap A and B as fast as you can to build up your inrun momentum. Keep the lower horizontal meter maxed out with blue power to ski down the slope at full speed.

As you approach the end of the jump, the yellow needle will approach the yellow line on the left curved side of the meter. Tap the L Button just as the yellow needle meets the yellow line to take off.



Once you're airborne, alternately tap A and B as fast you can to increase your distance. As you approach the ground, the blue needle in the vertical meter on the right will slowly drop toward the blue bar. Tap L the moment they meet.

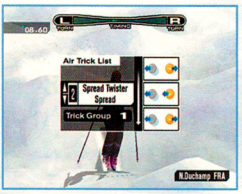
MOGULS

Freestyle Skiing: Men or Women

MEN'S GOLD MEDAL SCORE: 6,401 points
WOMEN'S GOLD MEDAL SCORE: 6,013 points
RECOMMENDED COUNTRY FOR MEN: ITALY
RECOMMENDED COUNTRIES FOR WOMEN: FRANCE, AUSTRIA

Get ready for a bumpy ride in the Moguls freestyle event. The rugged slope will send you bobbing left and right as you ski downhill toward the run's two ramps. Alternately tap L and R in rhythm with the timing meter to navigate the moguls. If you get into the swing of things, you'll be able to max out your speed on the slope so you can catch monster air on the ramps.

There's a rhythm to navigating the moguls. Get into the groove by tapping L or R just as the pulsing blue needle enters the L or R section of the Timing Meter. If your timing's right on the button, the meter will glow yellow.



A quick finish will earn you time points, but you'll rack up the bulk of your score by busting out air tricks. Press the Y Button any time during your run to view the trick list. All tricks require you to use the Control Stick and C Stick.

The run sports two ramps, so you have only two chances to pull off different tricks. You can begin tapping out a combo as soon as the Air Time Meter appears, so start cranking out combos quickly to make the most of your flight.

HALFPIPE

Snowboarding: Men or Women

MEN'S GOLD MEDAL SCORE: 5,740 points
WOMEN'S GOLD MEDAL SCORE: 4,930 points

RECOMMENDED COUNTRIES FOR MEN: U.S.A., CANADA
RECOMMENDED COUNTRIES FOR WOMEN: U.S.A., JAPAN

In the freestyle snowboarding competition, you'll ride in a halfpipe and you must bust out tricks whenever you catch air. You'll have seven chances to perform your stunts, and you'll be ranked according to how accurately you punch in the button combos and how much air time you score.

The Rank Meter will fill up from left to right. Hit A, B, X or Y to stop the blue bar as soon as it enters the highlighted area. Each button activates a separate set of tricks.

After you stop the Rank Meter, a Control Pad sequence will appear. You'll score bigger air and more time to punch in the combo if you stop the Rank Meter within the highlighted zone. Tap the combo as quickly as possible to complete your trick before landing.

You can still bust out the combo if you failed to stop the Rank Meter within the highlighted zone. You'll earn fewer points, though, and your Height Bonus won't soar as high.

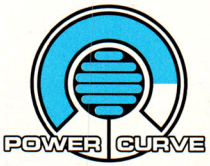
SPEED SKATING

500m: Men or Women

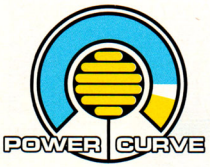
MEN'S GOLD MEDAL SCORE: 35.80
WOMEN'S GOLD MEDAL SCORE: 37.62

RECOMMENDED COUNTRIES FOR MEN: GREAT BRITAIN, GERMANY
RECOMMENDED COUNTRIES FOR WOMEN: CANADA, GERMANY

The race in the rink is probably the most intense of the button-mashing activities. Alternately tap A and B to skate quickly around the track, and slow down the pace carefully when you round a bend or you'll lose control. Power and speed are everything in the race, so choose your skater accordingly.



On straightaways, alternately tap the A and B Buttons as fast as you can to fill up your meter with blue. Continually pound like crazy to keep your speed maxed out and your meter full.



The circle in the meter will turn yellow to indicate that you must slow down to round a corner. As the right side of the meter fills with yellow, ease up on the button mashing to keep the blue level as close to the encroaching yellow section as possible.

Tap A and B alternately to skate. Drop the pace a few notches when you approach a turn. Keep the blue level as close to the yellow zone as possible, but avoid overlapping it or you'll wipe out. Pick up the pace as you exit the turn.

BOBSLEIGH

Men or Women

MEN'S GOLD MEDAL SCORE: 1:12.08
WOMEN'S GOLD MEDAL SCORE: 1:13.58

RECOMMENDED COUNTRIES FOR MEN: GREAT BRITAIN, GERMANY
RECOMMENDED COUNTRIES FOR WOMEN: CANADA, GERMANY

In the Bobsleigh competition, you'll speed down a twisting chute. Press Left or Right on the Control Stick to steer. Avoid scraping the sidewalls, since the run-ins will slow you down or bounce you into the opposite wall. Overcompensating when countersteering is the easiest mistake you can make. A gentle tap of the Control Stick will usually suffice.

Each of the four meters represents a rider. At the get-go, tap A and B alternately to fill each meter. When a meter maxes out, tap L so the rider will hop aboard. Get all four riders aboard before you pass the final red line on the track.

When you turn, the bobsleigh will drift toward either sidewall. Avoid bumping the edges by gently countersteering to stay in the middle of the track. Use the technique to avoid close shaves in the treacherous and twisting yellow tunnel. For a jolt of velocity, coast over the blue arrows on the track—the course features two of the blue strips, and both of them are speed boosts.

CURLING

Men or Women

MEN'S GOLD MEDAL SCORE: 6,000 points
WOMEN'S GOLD MEDAL SCORE: 6,000 points

RECOMMENDED COUNTRY FOR MEN: ITALY
RECOMMENDED COUNTRIES FOR WOMEN: FRANCE, AUSTRIA

In the sport of Curling, teams take turns sliding four stones across the ice into a circular target called the "house." The team that lands the stone closest to the center of the house wins the point. The scoring team will also win additional points for any other stones it has in the house as long as a rival stone isn't closer than they are to the center.

If you win your first match, you'll head to the semifinals. A victory in that competition will land you in the finals to compete for the gold medal. Set your sights on victory by hitting the R Button to adjust the camera angle.

To extend your stone's trip, tap A and B alternately so your teammates sweep the ice. The faster they sweep, the farther your stone will travel. Stop sweeping if you want the stone to end its journey.

The stone always travels along a curving trajectory, so aim at either side of the house. Shoot for other stones to nudge your resting stones closer to the center and to bounce the rival team's stones out of the house.

FIGURE SKATING

Women Only

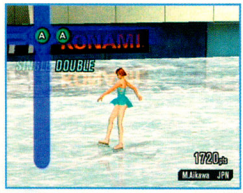
GOLD MEDAL SCORE: 4,700 points

RECOMMENDED COUNTRIES: U.S.A., JAPAN

A seemingly odd entry for a video game activity, Figure Skating more than skates by since Konami has presented the routines in a twitchy rhythm game format. As the music plays, Control Stick step commands will scroll up the screen, and you must mimic each movement at the precise moment the arrow enters the Step Zone.

You can perform to one of three different songs. Song 1 is the easiest, while Song 3 is the most difficult. There's less room for error in the easy song, but the tougher number offers more opportunity for big points.

Keep time with the music when mimicking the Control Stick commands. When you string together error-free moves, you'll start a combo. Avoid making a mistake or missing a command to keep racking up the points.



When the blue bar appears, it means that a button combo is about to appear. Quickly input the commands to perform a special maneuver. Memorize the button combos for each player, since they're always the same.

PULLING RANK

Earning Medals

If you finish third or better in any Trial Mode or Championship Mode event, you'll win a medal. Check the Ranking/Awards section of the game to view all of the medals you've earned in the winter games.

Register Your Score

When you finish Championship Mode, a password will appear. Enter the password at Konami's website to register your final standing and see how you measure up against other players who've competed in the ESPN games.

GOOD AS GOLD

Gold medals, top-notch Championship Mode rankings and world records aren't only a source of pride—they're a source of bonus outfits for the game's athletes. To unlock the first set of special outfits, you must win a gold medal in every men's event and every women's event. Go for the gold in every sport by shooting for the "Gold Medal Score" printed in red in this article. If you tie or beat the score, you'll win a gold medal.

BAD CAB

Ten levels. One goal: Beat the enemy cab to your destination.

Take short cuts over buildings – or through them. Don't use 'em. Don't expect to win.

Grab power-ups to turn your cab into a metal beast. Battering ram. Monster truck tires. Glider. Sonic blast horn. It's all good.

SMASHING DRIVE™

Sometimes a horn and a gesture won't do.

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XBOX

NINTENDO GAMECUBE

TEEN T CONTENT RATED BY ESRB

Violence

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

ROGUE SQUADRON II
NABOO STARFIGHTER!—PAGE 66

February finds us in a finding mood. This issue, we uncover every Secret Tape in the latest Tony Hawk skate jam, all of the tech upgrades in Rogue Squadron II and every CD in Wario Land 4. We've also located a mother lode of codes. Get cracking.

BACK TRACK GBA
DOOM GBA
LEGO BIONICLE GBA
NHL HITZ 20-02 GCN
STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN
TETRIS WORLDS GBA
TONY HAWK'S PRO SKATER 3 GCN
WARIO LAND 4 GBA
WAVE RACE: BLUE STORM GCN

NHL HITZ 20-02

GCN

▼ HITZ BLITZ

CODES

ADD MORE EXCITEMENT TO YOUR HITZ EXPERIENCE OR JUST MAKE YOUR SKATER'S HEAD REALLY BIG WITH A COLLECTION OF QUIRKY CODES.

In the tradition of Midway classics NBA Jam and NFL Blitz, NHL Hitz 20-02 offers a huge selection of codes that allow you to change the game. If you watch the crowd, you'll see signs that clue you in on the codes. After you select the matchup, you'll have about 10 seconds to press the B, Y and X Buttons and push the Control Stick so that the symbols on the screen match the symbols on the signs. When you input a code correctly, a confirmation tone will sound and a short description of the code effect will appear. Some codes shape the way the game plays, while others are just silly fun.

CODE MANAGEMENT

The Input More Codes entry gives you about 10 more seconds to enter codes. If you enter the code several times in a row, you can build up time to enter a lot of codes.

B	Y	X	CONTROL STICK	RESULT
3	3	3	RIGHT	INPUT MORE CODES
0	1	0	DOWN	IGNORE LAST CODE

RULE CHANGES

The First-to-Seven-Wins code ensures that blowouts end fast. The "Won Fight Equals Goal" code rewards fighting technique.

B	Y	X	CONTROL STICK	RESULT
3	2	3	LEFT	FIRST TO SEVEN WINS
2	0	2	LEFT	WON FIGHT EQUALS GOAL
4	2	4	DOWN	NO FAKE SHOTS
2	1	3	LEFT	NO ONE-TIMERS
1	1	1	DOWN	NO PUCK OUT OF PLAY

TWO-PLAYER SKILLS

The Skills Versus code adds a player to the Skills contest.

B	Y	X	CONTROL STICK	RESULT
2	2	2	DOWN	SKILLS VERSUS

HIGH SCORES, EXTRA SPEED, MORE HITZ

The Bulldozer Puck flattens skaters. The Hitz Time code adds slow motion to some of the moves for dramatic effect. If you want to score big, the Show Hot Spot code reveals a place on the ice to shoot from for an increased scoring chance. The Domino Effect code knocks both skaters down after hits.

B	Y	X	CONTROL STICK	RESULT
2	1	2	LEFT	BULLDOZER PUCK
1	0	4	RIGHT	HITZ TIME
4	1	3	RIGHT	INFINITE TURBO
0	0	2	UP	TURBO BOOST
2	0	1	UP	SHOW HOT SPOT
1	0	1	UP	SHOW SHOT SPEED
2	3	4	DOWN	ALWAYS BIG HITS
0	1	2	RIGHT	DOMINO EFFECT
3	2	1	DOWN	LATE HITS

GAME PLAY ODDITIES AND WACKY GRAPHICS

Use the Hockey Ball code to turn the puck into a very visible orange sphere. Use the Pinball Boards and Tennis Ball codes to add more bounce to the game.

B	Y	X	CONTROL STICK	RESULT
1	3	3	LEFT	HOCKEY BALL
4	2	3	RIGHT	PINBALL BOARDS
1	3	2	DOWN	TENNIS BALL
2	1	0	RIGHT	NO CROWD
2	0	0	RIGHT	BIG HEAD PLAYER
3	0	0	RIGHT	HUGE HEAD PLAYER
2	2	0	LEFT	BIG HEAD TEAM
3	3	0	LEFT	HUGE HEAD TEAM
1	2	1	UP	BIG PUCK
3	2	1	UP	HUGE PUCK
1	4	1	LEFT	RAIN
1	2	1	LEFT	SNOW

WAVE RACE: BLUE STORM — GCN

▼ FLIPPER TRIP — CODE

TRADE IN YOUR WATERCRAFT FOR A DOLPHIN WITH A SLIPPERY PASSWORD.

While the residents of Dolphin Park usually swim alongside your watercraft, you can get one of them to replace your craft for a few laps around any unlocked park. On the main menu, select Options then press the X, Z and Start Buttons simultaneously. The Password option will appear. When you go into the Password entry screen, key in DLPHNMOD as your password. When the password clears away, you will go straight to the Character Select screen in Free Roam Mode. After you select the character and course, you'll ride on the back of a fast finned friend.

Press X, Z and Start in the Options screen to go to the Password entry. Then key in DLPHNMOD.

You'll automatically go to Free Roam Mode and find your character on the back of a swift swimmer.

LEGO BIONICLE — GBA

▼ NAME GAME — MINIGAME UNLOCK

UNLOCK A SELECTION OF SIX MINGAMES BY ENTERING UNUSUAL NAMES.

Minigames are part of the reward of a job well done in the LEGO Bionicle adventure. If you want to skip the adventure and go straight to the minigames, you can use character creation as a shortcut. Start a new game and choose one of the names below as the name of your character. After the adventure begins, save your game. When you reset and select a single-player minigame, the name's corresponding minigame will be available. The minigame will continue to be available, even if you delete the saved game. Create five more characters with the names listed to unlock a full slate of mingames.

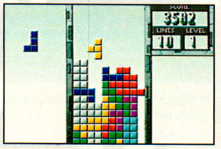
NAME	MINIGAME
8MR472	USSAL CRAB DIG
9MA268	NGALAWA BOAT RACE
5MG834	KOLI FOOTBALL
3LT154	KEWA BIRD RIDING
V33673	HUAI SNOWBALL SLING
4CR487	IGNALA LAVA SURFING

TETRIS WORLDS — GBA

▼ SECRET SQUARES — GAME UNLOCK

ACTIVATE THE ORIGINAL BLOCK-FALLING PUZZLER WITH A SIMPLE MOVE.

If six variations of Tetris aren't enough for you, you can unlock another version of the game in Tetris Worlds. Choose Marathon Mode, then, on the Select Game screen, press and hold L and press Select. The "Popular" version of the game will become available—no frills, no background, just Tetris.



BACK TRACK — GBA

▼ MOON MODES — CODES

SPELL DOOM FOR ALIEN ATTACKERS WITH A PASSWORD TRIPLE THREAT.

Aliens have descended on the Moon in old-school first-person shooter Back Track, and there's only one way to defeat them: Cheat like crazy. Start a one-player game and press the Select Button to pause the action. Then use the buttons and Control Pad to enter the following sequence: L, Right, B, L, R, Left. You'll transport to the Moon Base computer, where you can enter password cheats. The passwords shown below will give you ammunition, weapons and invincibility—not bad for a computer hack.

PASSWORD	RESULT
AMMO	AMMUNITION RELOAD
WEAP	ALL WEAPONS
GOD	INVINCIBILITY

DOOM — GBA

▼ BLAZING BATTLES — CODES

GO BERSERK WITH A LOAD OF DOOM CODES.

Ever since Doom first appeared on the PC scene, the game has included cheat codes that power up your fighter and allow you to skip levels. The Game Boy Advance version continues that tradition with a strong code collection. Begin a game and pause the action by pressing the Start Button. Then press and hold the L and R Buttons and press the A and B Buttons in one of the sequences specified below. When you enter a code correctly, a confirmation message will appear on the screen. The Berserk code takes away your weapons and makes your fighter extra strong.

CODE	RESULT
HOLD L AND R, PRESS B (3x), A (5x).	INVULNERABILITY
HOLD L AND R, PRESS A (2x), B, A (5x).	GOD MODE ON
HOLD L AND R, PRESS B, A, B, A (5x).	BERSERK
HOLD L AND R, PRESS B, A (7x).	COMPUTER AREA MAP
HOLD L AND R, PRESS B (2x), A (6x).	RADIATION SHIELDING SUIT
HOLD L AND R, PRESS A, B, A (2x), B (2x), A (2x).	LEVEL SKIP

TRASH CAN TIP:

NINTENDO GAMECUBE

▼ Z BUTTON, G WHIZ

We all like the staccato strings that play when the Nintendo GameCube boots up, but it's fun to hear something new, too. Press and hold the Z Button on your Nintendo GameCube Controller, then turn on the power. As the big G unfolds for the opening logo, you'll hear a squeaky toy, vibes and a giggle chorus performing an alternate Nintendo GameCube tune. What'll they think of next?

NABOO BOOST

SHIP UNLOCK

EARN THE SUPERSPEEDY NABOO STARFIGHTER BY TRAINING DAY AND NIGHT.

If you can't get enough of the Rogue Squadron II Training Mission, you'll enjoy unlocking the Naboo starfighter. The ship will be yours if you complete the Training Mission in each of four times of the day. In addition to completing objectives and training lessons, you must collect two bonus items in each time of day. While there has been some controversy about the Rogue Squadron II times of day in the game-strategy community, we at CI have been working every hour to uncover the truth. The hours between 6 a.m. and 10 a.m. make up the morning shift. You will find C-3PO inside Jabba's Palace at that time. Destroy the palace, then rescue the droid. The midday hours of 10 a.m. to 4 p.m. are when you will find an Escape Pod half buried in the sand near Tosche Station. Between the hours of 4 p.m. and 8 p.m., you'll have another chance to rescue C-3PO from Jabba's Palace. The late night/early morning hours of 8 p.m. to 6 a.m. find R2-D2 in a Jawa sandcrawler. You'll uncover the droid after you destroy the massive vehicle. Near that sandcrawler, you can also find Krayt Dragon bones at all hours of the day. During each of your four Training Mission runs, you must collect the bones and a time-dependent bonus item. If you don't want to wait 24 hours before you unlock the ship, you can set your Nintendo GameCube clock to the different times of day and finish the task in about 90 minutes.

Your reward for thorough completion of the Training Mission is the sleek Naboo starfighter.

C-3PO—6 A.M. TO 10 A.M.

You'll see Jabba's Palace from the start. Hit it hard, then fly low to pick up C-3PO.

ESCAPE POD—10 A.M. TO 4 P.M.

The late morning/afternoon brings the appearance of an Escape Pod under the desert sun.

C-3PO—4 P.M. TO 8 P.M.

Jabba holds C-3PO in the morning and the evening. Blast the palace again and save the droid.

R2-D2—8 P.M. TO 6 A.M.

After you find Jabba's Palace, the indicator will point to a Jawa sandcrawler. Hit it to find R2-D2.

LOOK WHO'S TALKING NOW

CODES

ENABLE DEVELOPER COMMENTARY AND BLACK-AND-WHITE MODE.

While it can be a little annoying to listen to people talk while you're trying to save the Rebellion, you may want to hear what the developers of Rogue Squadron II have to say about the making of the game. One way to enable the game's audio commentary, found in the Special Features section of the Options menu, is to earn a medal in each of the game's 10 main missions. Another way to accomplish the task is to cheat with a passcode. Enter the passcode BLAHBLAH, then go to the Special Features section and toggle on the commentary. When you start playing the game, you'll pick up special development insights from the guys at Factor 5. If you want to view the action in beautiful black and white, enter LIONHEAD as your passcode, then start playing. The interface elements will still be in color, but the rest of the display will appear in black and white. Enter the code again to bring color back to the action.

The LIONHEAD passcode brings back the sci-fi look of the 1950s, without the plates and strings.

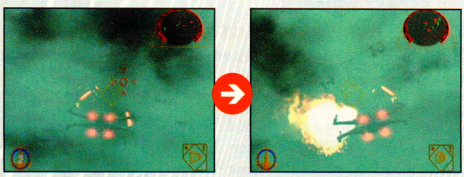
CODE	EFFECT
BLAHBLAH	UNLOCKS COMMENTARY IN THE SPECIAL FEATURES SECTION OF THE OPTIONS MENU.
LIONHEAD	TRIGGERS BLACK-AND-WHITE MODE, MAKING GAME ACTION MONOCHROME.

STAY ON TARGET

STRATEGY

TURN OFF THE COMPUTER AND INCREASE YOUR TARGETING EFFICIENCY.

One of the trickiest medal requirement categories to master is targeting computer efficiency. Some missions require 100% targeting computer efficiency for the gold medal. The more you use your targeting computer, the lower your efficiency rating will be. Once you earn a secondary weapon with homing capabilities, you'll be able to use the tracking system of the homing weapon to single out enemies in low visibility without using the targeting computer at all. Press the B Button once to call up the homing reticule. When an enemy is within range of the device, a targeting mark will highlight the fighter. You can press the B Button again to send the homing torpedo, missile or cluster bombs in the direction of the enemy, or hit it hard with your blasters.



In cloudy areas like the last section of the Ison Corridor Ambush, you can't see enemies until they're very close. If you want to raise your targeting computer efficiency, you can use a homing reticule to single out fighters.

▼ UPGRADE UPSHOT

POWER-UP LOCATIONS

FIND TECH UPGRADES TO DEAL AN ADVANCED BLOW TO THE EMPIRE.

You can keep up with the latest advances of the Rebellion by picking up power-up modules that are hidden in the 10 main missions. Three of the game's 11 Tech Upgrades add to the strength of your ship. The other upgrades give your secondary weapons advanced capabilities. After you collect an upgrade then complete the current mission, you'll be able to take advantage of the new technology.

DEATH STAR ATTACK—ADVANCED SHIELDS

After you destroy the Deflection Towers and begin the attack on the TIE fighter fleet, you'll find an upgrade on the Death Star surface. Veer slightly to the left from your starting position and go low to collect the item.

ISON CORRIDOR AMBUSH—ADVANCED PROTON TORPEDOES

You'll see a large piece of debris at the bottom of the screen when you start the mission. Dive down to the chunk of space junk and fly through its rectangular opening to collect a proton torpedo power boost.

BATTLE OF HOTH—ADVANCED BLASTERS

You might have seen this one in Counselors' Corner, Volume 151. After you tie up three Imperial Walkers and witness the destruction of a shield generator, turn around and look for a Tech Upgrade at the demolition site.

PRISONS OF THE MAW—ADVANCED CLUSTER MISSILES

While you fight to free the prisoners, you'll find a dome structure between the weapons storage building and the cluster of communications relays. Destroy the dome to reveal the prison's hidden upgrade.

RAZOR RENDEZVOUS—ADVANCED PROTON BOMBS

As soon as the mission begins, head straight for the Star Destroyer and fly under the massive ship. If you manage to intercept and destroy an Imperial shuttle, you'll uncover a Tech Upgrade.

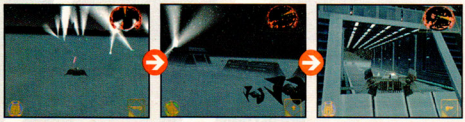
VENGEANCE ON KOTHLIS—HOMING PROTON TORPEDOES

As the Rebel transport lands, approach the crashed Star Destroyer from behind and fly through a hole in the command deck to pick up a power-up.

IMPERIAL ACADEMY HEIST—ADVANCED CONCUSSION MISSILES

There are two Tech Upgrades in the Imperial Academy. When you take on the mission in the daytime, favor the right side of the academy complex as you approach the shuttle. You'll find the upgrade in a hangar.

IMPERIAL ACADEMY HEIST—SPREAD PROTON BOMBS



You'll find the advanced spread proton bombs in an Imperial Academy hangar at night. As you close in on the shuttle, go to the left side of the complex and fly through a hangar to discover the item.

RAID ON BESPIN—ADVANCED HOMING MISSILES

The advanced homing missiles are under a tank on the second gas platform. While it is possible to fly under the tank with an A-wing, you'll have more luck collecting the item if you destroy the tank.

BATTLE OF ENDOR—ADVANCED HOMING CLUSTER MISSILES

In the last section of the mission, you'll go up against two Star Destroyers. As you approach the huge ships, veer left and down, and look for a shimmering white dot against the background of the planet. That's the upgrade.

STRIKE AT THE CORE—ADVANCED TARGETING COMPUTER

The advanced targeting computer upgrade is in the tunnel to the power core. After several twists and turns, you'll find the power-up under a pipe, just before you reach the rib braces at the end of the tunnel.

ROCKIN' WITH WARIO

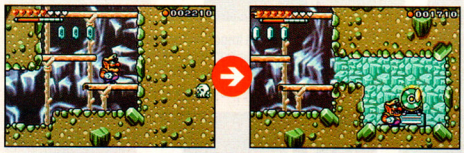
ADD TO WARIO'S CD COLLECTION BY UNCOVERING 16 HIDDEN DISCS.

The surreal sound effect, music and image presentations on the hidden CDs in Wario Land 4 have to be seen—and heard—to be believed. You'll find one CD in each of the 16 areas that lead up to the Golden Pyramid. The following CD locations are broken down by passages. You can enter the passages in any order.

EMERALD PASSAGE

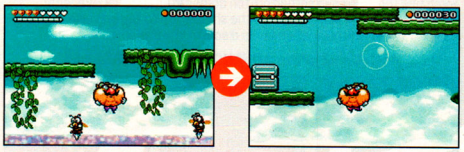
The CDs of the Emerald Passage are hidden but not difficult to reach once you know where they are.

PALM TREE PARADISE



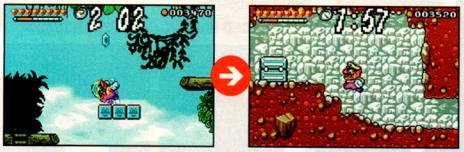
After some time on the beach, you'll enter a cave. Hop onto the first platform and walk through the wall to the right. The CD is in a hidden cove.

WILDFLOWER FIELDS



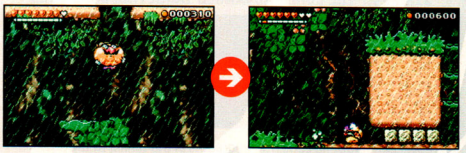
In the first section of the fields, let a bee sting you, then zigzag around the platforms as you float upward. You'll find the CD when you're sky high.

MYSTIC LAKE



The CD is in a cave near the starting point. After you hit the timer, you'll have the room you need to break through the rock that blocks the cave.

MONSOON JUNGLE



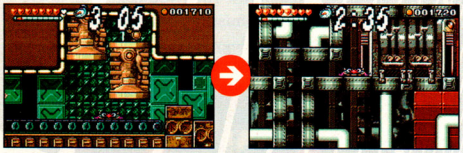
You'll find a blocking rock in the ceiling of the first open area. Toss an enemy through the block, then float up and roll to the CD.

CD LOCATIONS

RUBY PASSAGE

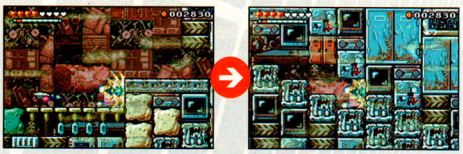
The first two Ruby Passage CDs are in remote locations, but you'll find them if you are persistent. Don't give up.

THE CURIOUS FACTORY

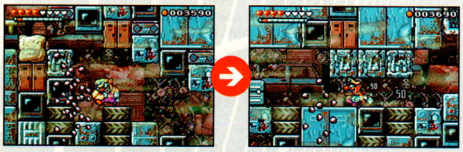


After you hit the timer and go to the right, get flattened and fall down a shaft, then skitter through a narrow passage to the CD.

THE TOXIC LANDFILL

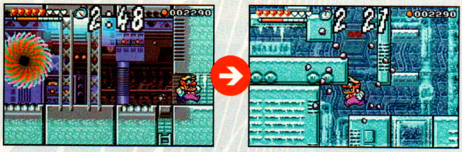


When you find yourself in a huge room full of compressed junk, you'll be able to create a path that leads down and to the right.



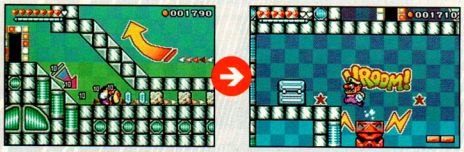
About halfway down the path, look for a way to go to the left. When you break through to a new passage, you'll be CD bound.

40 BELOW FRIDGE



The CD is very close to the warp. After you hit the timer and make your way to the warp area, take a detour and work your way around to the disc.

PINBALL ZONE

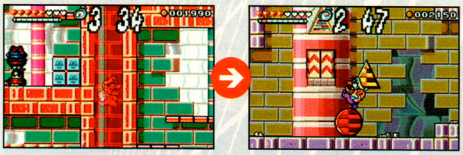


After you make your way through three pinball-bouncing rooms, you'll reach the section of the main area that holds the CD. Grab it.

TOPAZ PASSAGE

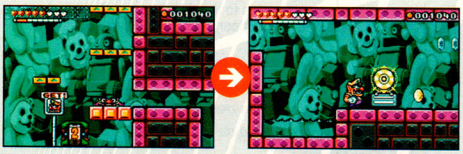
The most difficult CDs to find in Topaz Passage are the discs in Doodle Woods and Domino Row. You'll need speed and agility to outwit the enemies and outrace the dominoes.

TOY BLOCK TOWER



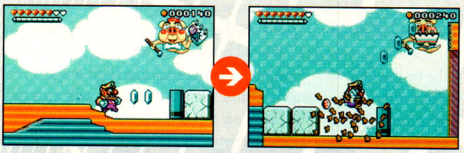
After you collect the Keyzer and travel down through a tube, use a triangle-shaped block to unlock a door. Enter and collect the CD.

THE BIG BOARD

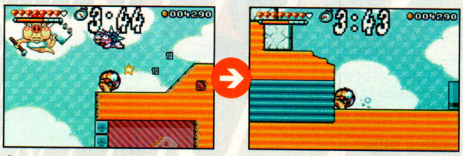


If you have the luck to transform into Flat Wario in the room with the polar bear background, you can work your way through a tight area to the CD.

DOODLE WOODS

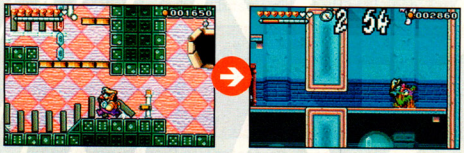


When you get to the end of the first long, horizontal section, make sure that you break the four blocks that lie side by side.



On your way back to the warp, after you hit the timer, you'll approach the last section from above. Roll down a ramp and through a tunnel to the CD.

DOMINO ROW

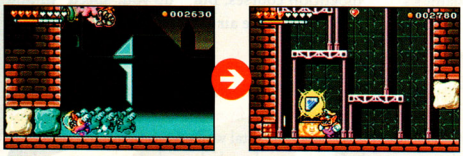


If you get to the top of the last vertical climb before all of the dominoes fall, you'll gain access to a domino-blocked passage that leads to the CD.

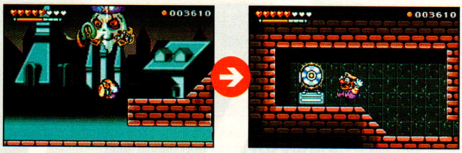
SAPPHIRE PASSAGE

If you want to collect every CD in Sapphire Passage, you'll really have to be on your toes. None of the CDs are a gimme. Avoid enemies, search and discover.

CRESCENT MOON VILLAGE

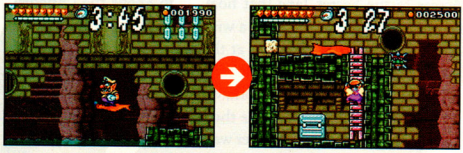


After you make your way through the second street scene, you'll dive down to the underground and collect a Gem Piece.



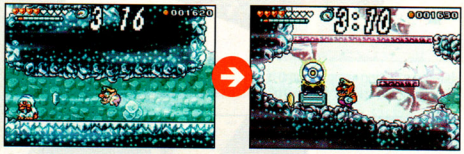
Go to the right until you reach a slope, then roll left through a tunnel to a cove that holds the CD.

ARABIAN NIGHT



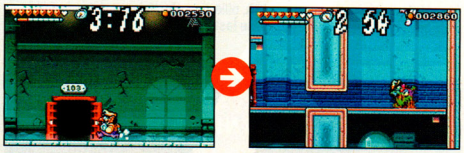
After you activate the timer, you'll find a flying carpet on a platform over water. Fly high above the water, to the left. You'll find a ladder to the CD.

FIERY CAVERN



On your way back to the warp, you'll take a passage through the ice. Avoid the icy beam of the enemy and make your way to the CD.

HOTEL HORROR



After you hit the timer, you'll find the door to Room 103 open. Enter, move up and to the right, then drop to the CD as Ghoul Wario.

▼ VIDEO RETURNS

COLLECT SIX SECRET TAPES ON YOUR WAY TO SKATING GREATNESS.

While you can unlock all of the movies in THPS3 by using the POPCORN cheat, you'll have to work hard to collect all six of the high-flying videotapes. You'll find a tape in each of the game's noncompetition courses. Build up your speed, air and balance stats, then take to the air to capture the Secret Tapes.

THE FOUNDRY

The first tape that you'll find floats over a girder near the top of the Foundry. Veer right or left from the starting point and jump to the catwalks. Follow the metal walkway to the high point near the center of the building and crash through the glass, toward the back. Then grind the girder and take the tape.

Skate to the top of the highest catwalk, crash through the back glass and grind. You'll quickly be on your way to the first Secret Tape.

CANADA

Access to the Secret Tape that floats high above the Canadian course requires that you travel a windy and rickety wooden path. After you roll down the ramp at the start, build up your speed, turn around and jump from the ramp to the wooden walkway in the trees. When you reach a fork, veer right, then grind a switch on the side of the path to raise the suspended halfpipe. Use the halfpipe to launch up to another walkway. Follow that walkway to the end, then grind the old cart track to the tape.

Use the starting ramp to jump up to the wooden path. Follow the path, veer right and trigger the halfpipe mechanism with a grind.

Fly off the halfpipe to another path, ollie over the holes and grind an old cart path to the end of the road. One last ollie will get you to the tape.

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OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

SUBURBIA

Before you can collect the suburban Secret Tape, you'll have to accomplish the "Help the Thin Man" goal. After you collect an ax on the construction site and take it to the thin man near the old house, he'll chop through a barrier and make a path to the backyard. Transfer over the backyard wall to another part of the yard, build up speed on a quarterpipe and make your way up to the second floor of the house. Skate through the hall, crash through the front window and grind a flagpole to the tape.

After the thin man gives you access to the old house, use the ramp in the backyard for access to the second floor. Then crash, ride and grind.

AIRPORT

The Airport's Secret Tape floats over a rail, high above the C Terminal. Use the last C Terminal gate as a ramp to reach the top rail, grind it and get the tape.

LOS ANGELES

After you grind four rails to cause an earthquake, the city will be in shambles. Build up speed on the quarterpipe near the starting point and grind a wire to the old building in the center of the city. Ollie to the highway, jump off a wood ramp to a high ledge, then ollie to the roof of Buster's. Grind the Buster's sign, ollie to a rail and grind your way to the tape on top of a purple pillar.

You'll need speed and great balance to get the L.A. tape. After the quake, grind and ollie to the top of Buster's, then grind the sign and grab the tape.

CRUISE SHIP

After you medal in Tokyo, you'll unlock the Cruise Ship. The ship's Secret Tape is high above the stern, on the starboard side. Turn around from the start, grind a wire to the assembly above the stern, then do tricks for big air and pluck the tape from the sky.

Perfect balance will get you close to the tape. Grind the wire to the half-pipelike assembly, then skate back and forth, jump and grab the tape.

XG3
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12 different super-charged bikes packing serious firepower

9 incredible racing circuits with gut-wrenching loops, twists, spirals & drops

Futuristic, interactive racing environments: city, desert, arctic, ocean & canyon

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

NINTENDO GAMECUBE

PlayStation 2

In-game music by

Acclaim
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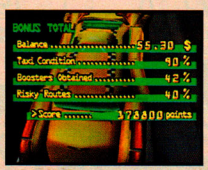
SMASHING DRIVE™

Take a ride through the big city in Namco's open-throttle thriller, Smashing Drive. Smash, crash and dash in NYC!

©2001 Namco



Fare Warning

Smashing Drive is a white-knuckle cab ride over every flat surface in New York City—from the JFK Airport tarmac to Madison Square Garden's basketball court. Nine wild routes put you and your fare in harm's way. If you can get from point A to point B before your rival, keep your cab in good condition and find plenty of power-ups and shortcuts, you'll move up the cabby ranks.

Go Your Own Way

There are three ways to play Smashing Drive. Two single-player modes start with the early bird shift and take you through a 24-hour city tour. If you finish a run in the allotted time, you can move on to the next challenge. The two-player game takes place in your choice of unlocked shifts. Whatever way you race, the goal is always to get there before your rival.

Arcade Mode

Put the pedal to the metal and outrace your rival as you scout the city for shortcuts. Every fraction of a second counts.

Survival Mode

Survival Mode follows the same rules as Arcade Mode. The one difference is that taxi damage comes into play.

Head to Head Mode

The split-screen action of Head to Head Mode puts two players behind the wheel in a top-speed duel—winner takes all.

Moving Violations

There are varieties of power-ups, ranging from the road-clearing Sonic Blast to the 4x4 transformer that turns your taxi into a traffic-crushing monster. Pick up every power-up and ride the Risky Routes, too. You'll earn points and a long lead.

Boost and Blast

You can slice through traffic with the Cutter, fly over congestion with the Glider and clear away cars with the Crash power-up. Anything goes.

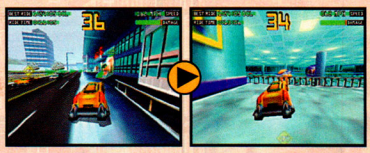
Risk It!

Your rival always takes the safe route. You can catch up or pad your lead by veering off the main avenue and take the off-road less traveled.

To Brooklyn

The first course leads from the JFK Airport to Brooklyn. You'll race past moving airliners on the tarmac then blast through a construction site, exploring three Risky Routes along the way. Follow your rival through heavy traffic.

Up and Over



Immediately after you get out of the first tunnel, you'll see a ramp to the right. Take it up to the mezzanine level and crash through the glass—one Risky Route out of the way.

Double Boost

When you land, you'll grab a ? power-up and a 4x4 in quick succession.

Crash Landing

The only way out of the terminal is through the windows on the other side. You'll probably land on an airplane. Ride it as far as you can, then line yourself up for a Turbo Boost.

Gear Steer

You'll see two planes on your trip down the runway. Move away from the landing gear.

Fast Fix

You'll go airborne as you race off the tarmac. Collect a Repair power-up as you fly.

Time Trial

As you rejoin the road, grab the ? power-up, then turn right to the Time Extension.

Cut and Run

After the Time Extension, favor the right side of the road and veer to the right when you see the Cutter. You'll join a Risky Route on a snow-packed ramp.

Gotta Go

On your way down from the second Risky Route, you'll collect a Turbo Boost.

Sharp Drop

As you cross the overpass, you'll see a floating Sonic Blast to the right. Fall off.

Ride, Slide and Glide

After you veer off the overpass, you'll follow a route to a skating pond. Ride over the pond and catch a ramp on your way out. You'll grab a Glider that will help you collect two more power-ups on the homestretch.

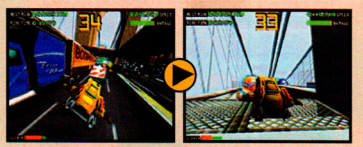
To Wall Street

Competition with your rival gets tighter in your race to the financial district. You'll start on the Brooklyn Bridge then take a heavily congested road through the waterfront, finding as many as five Risky Routes along the way.

Ramp Up

Follow your rival into oncoming traffic and launch off a burning vehicle. Ride the upper girder, then drop to a Glider.

Into the Air Again



Immediately after you hit the ground with the Glider, you'll have a chance to go airborne again. Take off and grab a ? boost.

Up for an Upgrade

Stay in the wrong lane until you see a Sonic Blast to the right. Veer right, fly off a ramp and collect the horn-enhancing power-up. You'll need it to clear the next area.

Sound Off

Even after the Sonic Blast wears off, you can use your horn to part traffic.

Detour Power-up

You'll ride a windy road to the waterfront. After you pass Pier 17, veer right, through barriers, to grab a ? power-up—either a Turbo Boost or a Sonic Blast.

Water Route

After a pair of 90-degree turns, you'll hit a straightaway. If you drive straight when the road turns right, you'll jump over the water, skip over a ferry and land on a dock.

Mall Tour

When you leap off the dock, grab a 4x4 Boost, stay left and crash through a mall.

Over Art

Exiting the mall, you'll head straight for a ramp. Hit it and go over a modern sculpture.

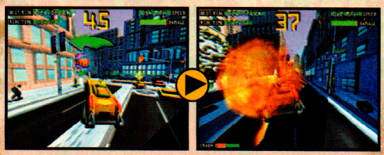
Late Fix

Veer right to grab a Repair Boost and improve your taxi's condition before the finish.

To Little Italy

You'll end the early shift with a race to Little Italy. In a driving sequence fit for a movie, you'll part pedestrians, crash through fruit carts and even drive through a burning building. You can find five Risky Routes in the neighborhood.

Step Up



Jump the meridian from the start and dodge oncoming cars. When you reach the corner, veer left and ride up the stairs to a pair of power-ups.

Cut Left

At the next 90-degree left turn, stay left and take a ramp to a Cutter.

To Little Italy continued...

Alley Rally

With the Cutter operational, you can easily break into an alley to the right, just before the next right turn.

Fast Flier

Take off with a Glider and a Turbo Boost.

Park Pandemonium

After you cross through the Time Extension, continue straight through the park.

Trailblazing Shortcut NP

When you get to the area with the orange hue, favor the right side and drive up a fire ladder to the top of a burning building. Stay right on the roof to collect two power-ups.

Fast Finish

On your way to the goal, you'll find a ramp that leads to another Glider and a Turbo Boost. Fly to the goal.

To Brooklyn Navy Yard

After you graduate from the early shift, you'll enter the rush hour shift with a trip to the Brooklyn Navy Yard. Your journey will take you through a construction zone and China Town, with a chance to cut through five Risky Routes. You'll finish the run after a thrilling bridge ride.

Zigzag 4x4

When you start the race, veer to the left side of the road then take a sharp right turn when you see a ramp. You'll launch to a 4x4 power-up.

Ledge on the Left

Not long after your first right turn, the road bends left. Take the turn tight and catch a ramp up to a ledge. You'll see another ramp that leads to a Crash power-up.

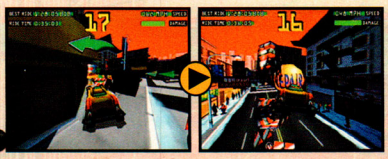
Left Again

Take the next left turn tight, too. You'll launch to a ? power-up.

Walk Run

You can ride the sidewalks to avoid heavy car traffic. The pedestrians will run.

Repair on the Run



After several twists and turns, you'll see a Repair power-up to the right. Veer, jump and grab it. Repair power-ups are especially important in Survival Mode.

Cut through Construction

Not long after you pass through the Repair power-up, you'll see a Glider and a Turbo Boost to the right. Hit both power-ups and fly into the construction site.

Brooklyn Navy Yard continued...

Wrecking Roll

You're too fast for the wrecking balls.

Monster Move

Drive straight to collect a 4x4 before the bridge.

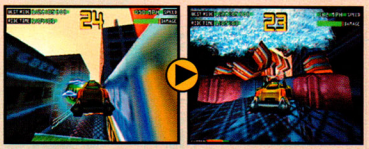
Tight Time

There's a Time Extension on the bridge. Keep on racing.

Barge Charge

After the Time Extension, favor the right side. You can fly off the bridge and land on a barge in a wild Risky Route.

Bust the Barriers



The barge route leads to a Cutter. After you grab it, you'll be able to break through a long line of barriers.

Traffic Plow

Grab the Crash and power through the cars.

Turbo Time

When you reach the homestretch, you'll see a ? power-up to the left. It's usually a Turbo Boost.

To Music City Hall

You'll take a long ride through the industrial part of town before you reach Music City Hall in your second rush hour run. After you deal with trains and sewers, you'll finally reach the Manhattan tunnel.

Log Jam

The course starts with a lazy turn to the left. When you come out of the turn, you'll hit a ramp that will launch you to a Cutter power-up. Grab it and slash through logs.

Sewer Short

Favor the left side of the road and duck into the sewers for a quick Risky Route.

Short and Shorter

Immediately after you emerge from the sewers, you'll see a shortcut ramp to the right. If you miss it, you can still cut through a space between metal tanks to save some time.

Snow Jump

The road to Music City Hall is backed with jump ramps and power-ups. There's a snowman at the end of one of the ramps. Smash through the snow and grab a boost.

Fly to the Finish Line

The final booster that you can collect is a mysterious ? power-up. Like the snowman power-up, it's usually a Turbo Boost. Grab it and finish with speed.

Shift into High Gear

After you complete the rush hour shift with a run to West Central Park, you'll embark on the challenging night owl shift with a continuation of your whirlwind ride through New York City. When you see a power-up, pick it up. You'll always get something that will help you reach the goal, and you'll get points, too. Keep smashing and blaze a trail to the bonus level.

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GRADIUS GALAXIES™

EVERYONE E Mild Violence
CONTENT RATED BY ESRB

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GAME BOY ADVANCE

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- Four single-player game modes: CLEAR, PUZZLE, RESCUE and MARATHON mode
- Three multiplayer game modes: ATTACK, SCORE and RESCUE mode
- Up to 200 levels of challenging puzzles

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GAME BOY ADVANCE

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MIDWAY

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TEEN T CONTENT RATED BY ESRB

Blood
Violence

PlayStation.2

NINTENDO GAMECUBE

Available March 2002
Sneak Preview at
gauntletdarklegacy.com

DARK SUMMIT™

Something odd is happening on Mt. Garrick, and only a brash snowboarder has the moves to get to the bottom of the mountain . . . and the mystery.

UFOs? Green goo? Armed patrols? Chief O'Leary is hiding something, and Naya must keep a cool head as she explores and tricks her way down the slopes of Mt. Garrick. THQ's dark snowboarding thriller for Nintendo GameCube combines stunts, exploration and challenges for a mountain of fun.

©2001 THQ.

ESRB: TEEN — Comic Mischief, Mild Language

CHILLING RIDES

The main game in Dark Summit is the one-player adventure, which covers six runs and 45 challenges. If you'd rather mix it up with a pal, plug in an extra Controller and go head-to-head on some custom runs in three competition modes.

Scope the Slope

Dark Summit's main focus is on the challenging one-player adventure, where Naya must beat challenges to get Lift Points and perform stunts to earn money for new equipment. Only by unlocking the upper slopes of Mt. Garrick will she be able to solve the mystery of the Dark Summit.

Rule the Mountain

Face off against two, three or four players in the three Head-to-Head Modes. In Wrecking Ball Mode, you have to plow over the most obstacles to win. Race to the Bottom is just what it sounds like, and Half Pipe Battle Mode is a stunt race where you try to score more stunt points than the competition.

MEET NAYA

After Naya runs into the chief, she heads to the chairlifts. An unknown helper gives her instructions on a cell phone, telling Naya that she'll have to earn Lift Points that she can use to buy forged chair passes to reach higher runs. Armed with her basic board and gear, she sets out.

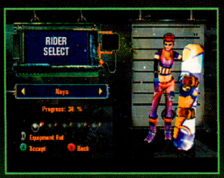
Something in the Air

Grab big air to perform complex Special Tricks, flips and grabs for Equipment Points. Only if you get enough air on your jump will you be able to complete all the rotations and flips of the move. You can add to your score by throwing in extra grabs, flips and rotations. Of course, it counts only if you stick the landing. Grab spinning Special Trick icons to add to your bag of tricks.

Grinding for Combos

Hop onto almost any surface and push the Y Button to grind. Stringing together combos while grinding, or jibbing, is simple and will earn you higher scores. Release the Y Button (Rail Button) to give a hop, then push it again when Naya lands. You can add even more points to your total by throwing in Manual Grinds and combining grinds with Special Tricks, flips and grabs.

Equipment Points Are Like Cold Cash

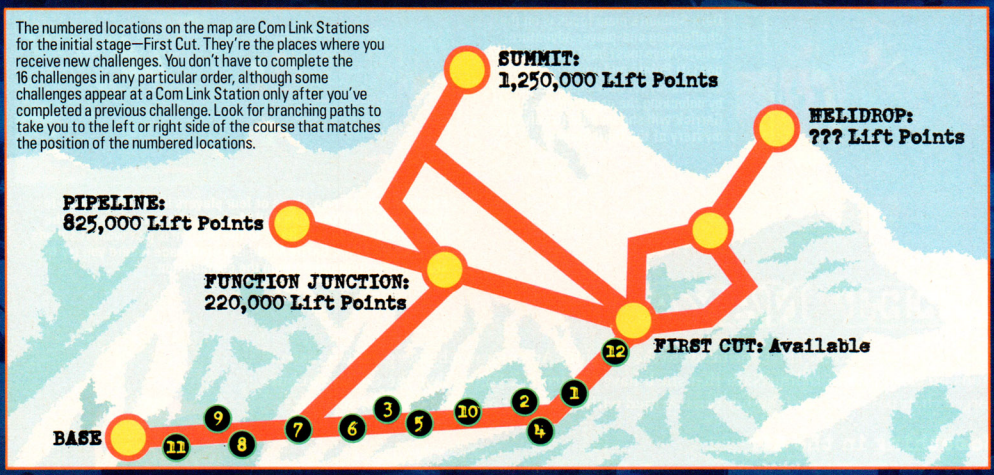


There's no use shredding the runs and foiling Chief O'Leary's plot if you're not going to look great doing it. All the Equipment Points you earn pulling stunts unlock new clothes, equipment and improved boards. The game even tells you when you've unlocked an upgrade, which you can pick up in the Equipment Hut at the base of the hill. It is also the place to check on your progress. Collect all five bombs and reach 100% completion to unlock alternative boarders.

MT. GARRICK

Strange sightings and dire warnings aren't about to keep Naya off her favorite runs, but she begins the game with just one forged pass, and that's to the easiest chairlift. The only way to get more forged passes is to buy them with Lift Points, which she can earn by completing challenges. The Helidrop runs will be unlocked much later in the game. At the start, work on the challenges.

The numbered locations on the map are Com Link Stations for the initial stage—First Cut. They're the places where you receive new challenges. You don't have to complete the 16 challenges in any particular order, although some challenges appear at a Com Link Station only after you've completed a previous challenge. Look for branching paths to take you to the left or right side of the course that matches the position of the numbered locations.



Wireless Challenges

Beams of light stab into the sky, marking the locations of Com Link Stations. Once you enter the Com Link area, you'll receive a challenge. Some stations have second or third challenges that appear after you've completed the initial challenge. After completing all the challenges for a station, the beam of light will disappear. You can earn Lift Points just once for each challenge. Be sure to read the hint as well as the requirements.

Tricks and Points

You'll begin the game with three Special Tricks, and you can add to those by grabbing the Special Trick power-ups along the course. The Special Tricks are broken into two categories: one for air stunts and one for half-pipe moves. You can perform the tricks only in the correct location, either in the air or in a halfpipe. In addition to earning Equipment Points by performing tricks, you can grab bonus EPs worth 5,000 points.

Meeting the Challenge

The meter in the top-left portion of the screen indicates the distance you have to complete a challenge. The meter along the left side of the screen shows how many challenge objectives you've completed. If you're nearing the end of the challenge and it looks like you won't be able to complete it, pause the game and start over. At the base of the hill you can check the Challenge Summary to see how many challenges remain.

Learn the Terrain

The real challenge is learning the terrain—finding the best jumps, locating the Com Links and picking up the power-ups. Look for branching paths. To reach some branches, you'll have to break through barriers or jump over gaps. Jumps marked with yellow and purple stripes are good for big air. Purple stripes alone indicate a gap beyond the jump. You can knock down some objects, but some will stop you and mines will blow you into the air.

FIRST CUT CHALLENGES

First Cut may be the bunny slope of Mt. Garrick, but it's anything but cute and cuddly. You can complete 16 challenges for a total of 410,000 Lift Points. Many of the challenges are designed to teach you skills you'll need later. After completing a challenge, save the game and, on the next run, return to the Com Link Station to see if there's a new challenge. One Memory Card saves one game.

1 Make Yourself Sick Air: 20,000 pts.

The challenge requires you to complete six 540° spins, so you'd better look for some jumps. After jumping, push Left or Right on the Control Stick and watch the rotations. The game tells you how many rotations you've made. Start off on the right side of the course where you'll find a series of big jumps.

2 Heads Will Roll: 20,000 pts.

After the first Com Link Station, head to the right, bust through a barrier and duck through a tunnel. The challenge Com Link is just ahead. Your goal is to knock over 10 snowmen. Take it slow so you don't miss any snowmen. Just run into them. The snowmen that you crunch will roll down the hill, possibly wiping out even more snowmen.

Turn On, Tune In, Flip Out: 30,000 pts.

Back at the Make Yourself Sick Air challenge Com Link, you can start the second of three challenges. The goal is to perform five flips. You can perform the same flip multiple times, and they will all count toward your total. A simple front or back flip will do the job. Just make sure you get enough air to complete the flip.

Lookout Houses: 30,000 pts.

Return to the Com Link Station where you began Heads Will Roll to enter the Lookout Houses challenge. The goal is to smash eight outhouses. Begin with the outhouse right in front, then veer along the left path. When you see the path split into three branches (look for a wrecked snowmobile), take the center branch. You'll be privy to all the outhouses you need.

Phat Air: 40,000 pts.

The last of the three challenges at the top of First Cut will be open after you complete Turn On, Tune In, Flip Out. You have to bust out four different Special Tricks. Since you start the game with three Special Tricks, you'll have to collect at least one more to complete Phat Air. Plan ahead so you know what tricks you're going to pull and perform the Controller sequences quickly. You'll need big air to complete the tricks.

3 The Bomb: 0 pts.

The first Bomb challenge arrives via cell phone just before you reach location 5 on the course map. Your instructions are to follow an agent and grab the bomb. Follow the agent and hop onto the rail, hitting the Y Button as you land. Snag the bomb to complete the challenge.

4 There's a Gap in Your Teeth: 40,000 pts.

Stay to the left side of the course to hit the Com Link for the Gap challenge. Your job is to clear five gaps over goo-filled ponds. Look for purple stripes and green rising mist to locate the gaps. Some of the gaps are wide, so you'll need lots of speed. Use rails to jib across some gap ponds.

5 Clear the Table: 20,000 pts.

Chief O'Leary has left his lunch on a picnic table, and you have to knock it off. The turkey on the table is at the far end and to the left in the Picnic Area. Slow down and head left, then grind over the table to boot the bird. The chief will be hungry for revenge.

6 Groomer Gap: 30,000 pts.

Jumping over the snow grooming machine may seem like a tall order, but it's really all about speed and position. There's a small ramp right in front of the groomer for your takeoff. Hit it fast and in the middle, aiming slightly to the right. Try pulling a back flip to gain extra height. Look out for the second machine when you land and veer right.

7 Army Boots? 20,000 pts.

The Ski Patrol is hot on your tail, and the trail is full of explosive mines. Two tactics will keep you safe for the distance of the challenge. First, grind everything in sight. The patrol can't get you when you're jibbing. Second, switch paths as often as you can. It takes a while for the patrol to catch up once you've switched paths. Watch the radar to see the patrol closing in.

8 Jib Street: 10,000 pts.

Beyond the Groomer Gap challenge, bust through some barricades on the left branching path to find the Jib Street Com Link. You must perform eight jibs. Jump onto a rail or object and push the Y Button to jib along the surface. There are lots of places to get in your jibs. Go slow and make sure you land upright or your jib won't count.

Manual Overdrive: 40,000 pts.

Jib Street and Manual Overdrive share the same Com Link Station. For the MO challenge, you must pull off four manual grinds. Turn a regular grind into a manual by pushing forward or backward on the Control Stick while jibbing. Only one manual per grind will count toward the challenge, so once you've done a manual, hop down and look for another surface to grind.

9 Grab Some Air: 30,000 pts.

After the Army Boots? challenge, stay along the right branching path to reach the Com Link for Grab Some Air. You must perform all nine grab moves—hitting the Y Button to grab and pushing one of eight directions on the Control Stick or no direction for the Indy Grab. Try to do multiple grabs when you have big air. You can perform nonflip grabs by jumping off little bumps.

10 Fight for Your Right: 30,000 pts.

You'll receive Fight for Your Right on your Nokia after you've passed locations 2 and 3 on the map. Take the left branch when the path splits into three routes, then stay to the right. Hanz will knock you down. All you have to do is catch up and tag the bully. If you veer to the left, ignoring the path Hanz takes, you can get in front of him. With moves like that, you may convince him to join your side.

11 On the Runs: 50,000 pts. NP

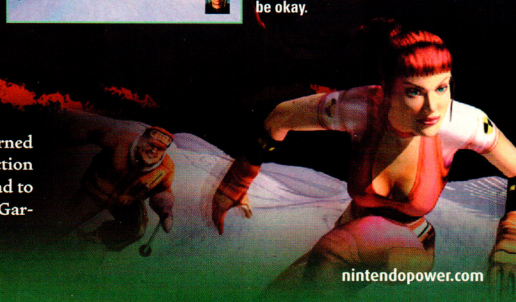
Beyond the Com Link Station where you get the Grab Some Air challenge, stay right and grind the long blue rail, then jump a gap and stay left to pick up the On the Runs challenge. You'll have one minute to zip downhill and reach the large yellow building on the left side of the run near the bottom. Signs will direct you. Forget about pulling stunts. Just tuck and drive straight to the yellow building that spells relief.

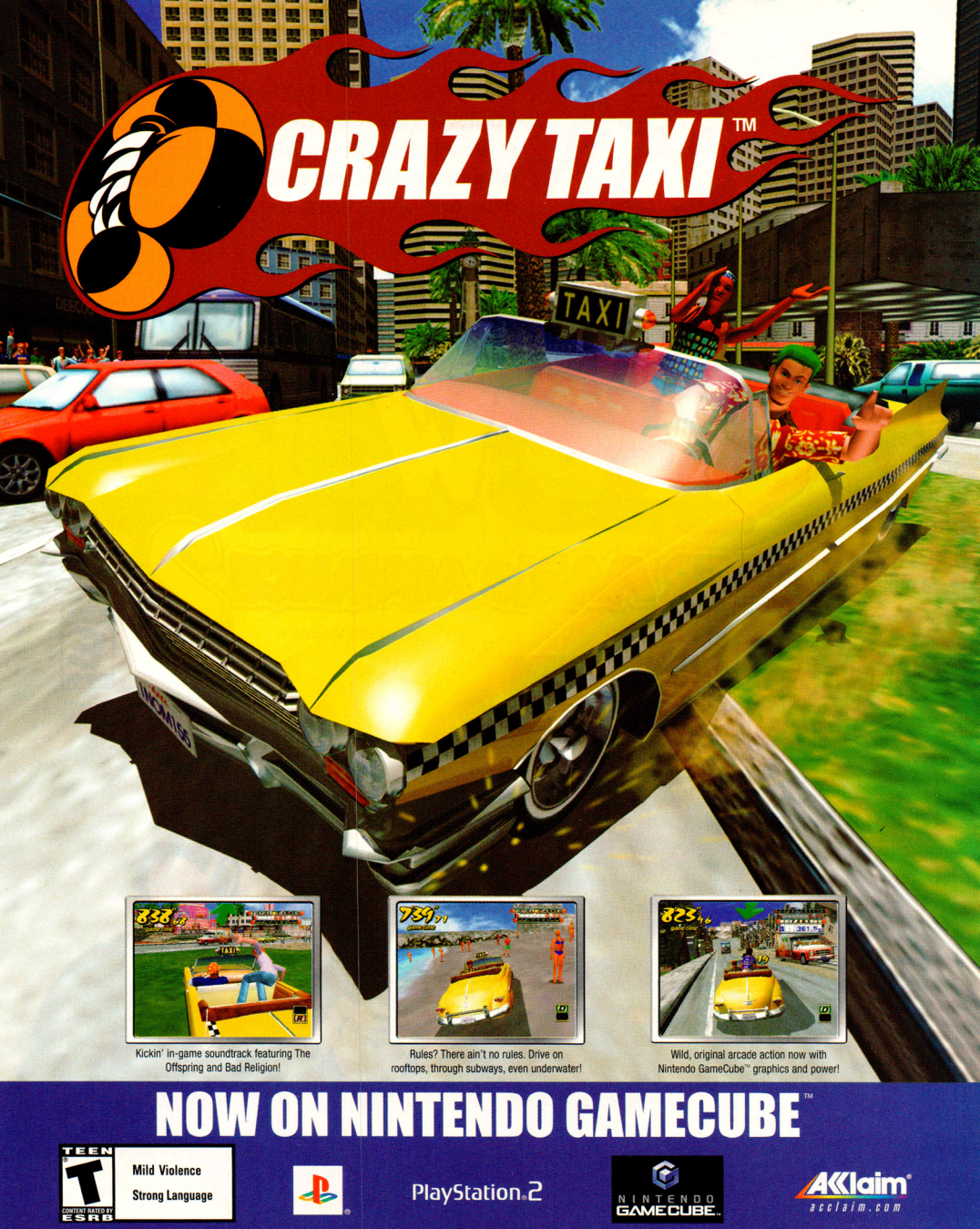
12 The Chase: 0 pts.

The Chase begins automatically as soon as you hit the snow at the top of the run on your second visit to First Cut. All you have to do is avoid being caught. Push forward on the Control Stick to go into a tuck and take a straight line down the hill. Stay away from objects and don't perform stunts until the challenge ends. If you stay on your feet, you'll be okay.

VERTIGO LIMIT

After completing the 16 challenges on First Cut, you'll have earned more than enough points to go farther up the mountain to Function Junction, where the challenges get even tougher. Later, you'll head to Pipeline, the Summit and beyond to solve the mystery of Mt. Garrick. You'll definitely have fun getting there.

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Mario, Luigi and Yoshi get back to their roots on the Game Boy Advance in a remarkable portable Pak that combines classic platform and action elements into one excellent experience.

SUPER MARIO WORLD

SUPER MARIO ADVANCE 2

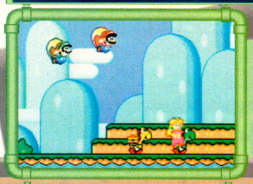
©1983-2002 Nintendo

EVERYONE E CONTENT RATED BY ESRB

Mario and Luigi Advance Again

Super Mario World: Super Mario Advance 2 combines the Super NES smash Super Mario World with the retro cool of the original Mario Bros. game to bring two different eras of Mario magnificence to Game Boy Advance. One player can tackle Super Mario World with either Mario or Luigi, while two players can go head-to-head with the brothers in their self-titled game.

The Best of Both Worlds



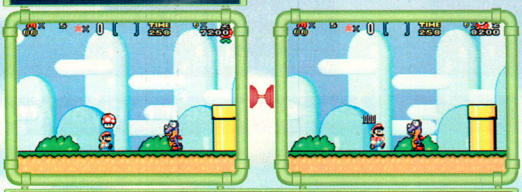
Super Mario World features classic Mario platform fun. New to this version is the ability to play as either Mario brother.

One or two players can enjoy Mario Bros. action. The fast-paced game is quite unlike Super Mario World.

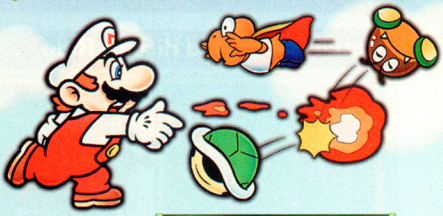
Super Mario World
Super Power-ups

You can save one extra item in the box in the top center of the screen. To use the extra item, hit Select. It will float to the ground for you to use. You can carry only one extra item at a time.

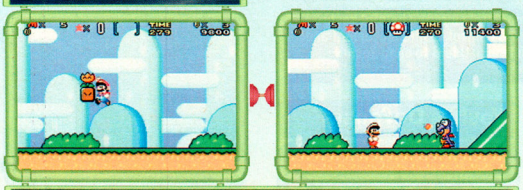
Super Mushroom



The Super Mushroom makes Mario and Luigi grow in stature. The brothers' added height can be a hindrance as well as a help. If Mario and Luigi take damage when they're big, they'll revert back to their smaller size. If they're damaged while little, they'll lose a life.



Fire Flower



The Fire Flower grants Mario and Luigi the power to shoot Fireballs they can use against enemies. Luigi's Fireball has a shorter range than Mario's, but it bounces higher. Luigi's jump is also higher than Mario's, just as it is in Super Mario Advance. There are other subtle differences between the bros.

Cape Feather

The Cape Feather makes the Mario bros. tall and caped. Enemies with flashing capes drop Cape Feathers when you hit them.

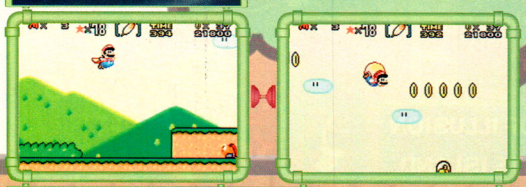
Learning to Fly the Mario Bros. Way

When Mario and Luigi take to the air, they can reach heights never before possible, which adds new avenues for the bros. to explore. Flying is tricky, so practice up. You need a long, safe stretch of land to build up speed.

Get a Running Start

Hold B and run until your legs are fluttering, then jump with A and hold B to fly. Hold B until you're high enough.

Controlled Flight



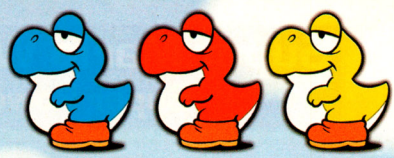
When you reach your desired altitude, use the Control Pad to maintain it by pushing away from the direction you're facing every time you start to dip. The cape will balloon out and your flight will even out.

Caped Crusading

Push the Control Pad in the direction you're facing to fly down to earth at a quick clip, which will cause a big crash when you land. It will hurt enemies in the area.

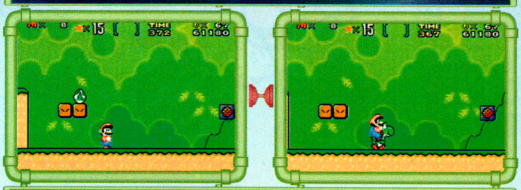
Yoshi's Story— the First Chapter

Yoshi wants to save his pals as badly as Mario and Luigi want to save Peach. The dino lets the Mario bros. hitch a ride with him to bring a whole new game play style to the Mario universe.



Later in the game, you'll come across differently colored Yoshis, some of which are too small to give you a ride. Differently colored Yoshis have different abilities.

Hatch an Egg and Hitch a Ride



Some blocks contain eggs that hatch immediately into the helpful Yoshi. Jump on his back to begin your dino ride. You control Yoshi's movement and jumps the same way you control Mario and Luigi. Use B to snap Yoshi's sticky tongue at enemies and swallow them.

Eat a Shell, Use It to Fly or Attack

Swallow a red shell or Koopa to give Yoshi Fire Breath. Eat a blue shell to fly for a short while. Green shells and most enemies stay intact when swallowed, and Yoshi can spit them out as projectiles.

The triple Fireballs Yoshi spits are quite useful for taking out enemies. Red Yoshis always spit fire, no matter what color the shell they've eaten is.

Yoshi loves apples, and you'll collect a gift when he eats enough. Eat 10 red apples to get a mushroom. Eat three green to gain 20 seconds. Snack on two pink apples to get an egg containing coins.

Feed the Babies

When you find a small Yoshi, you'll need to feed it so it will grow large enough to ride. Eat five enemies or coins to grow the Yoshi.

Yoshi's Defense

Yoshi can walk over things Mario and Luigi can't. Yoshi also takes any hits an enemy dishes out, but you'll fall off him when he does.

Yoshi's Stomping Grounds, Dinosaur Land

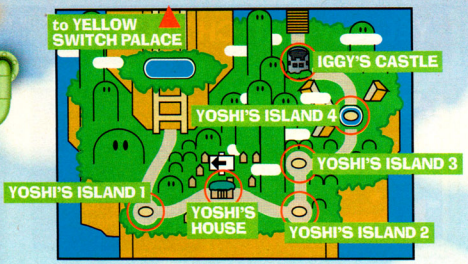
Super Mario World takes place in Dinosaur Land, a large archipelago in the middle of a sea. We're covering the first area, Yoshi's Island. The map on the right shows the many other areas you can explore.

1. YOSHI'S ISLAND
2. DONUT PLAINS
3. VANILLA DOME
4. TWIN BRIDGES
5. FOREST OF ILLUSION
6. CHOCOLATE ISLAND
7. VALLEY OF BOWSER
1. STAR ROAD

DINOSAUR LAND WORLD 1

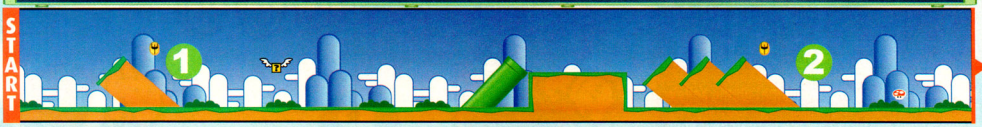
YOSHI'S ISLAND

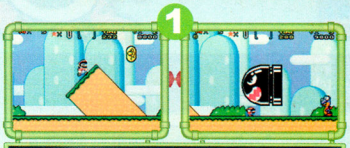
When you start the game at Yoshi's House, you'll discover that only Yoshi's Island 1 and 2 are open. You must complete them to open the other areas on Yoshi's Island. The levels are a relatively simple introduction to the game.



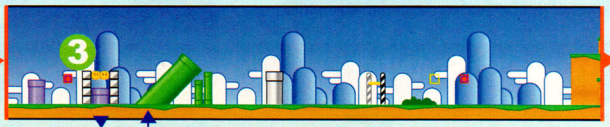
YOSHI'S ISLAND 1

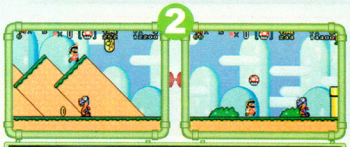
Dragon Coin · Super Mushroom · 1-Up Mushroom · 3-Up Moon





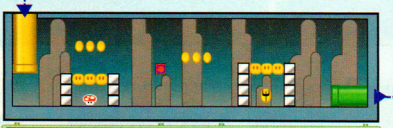
Collect five Dragon Coins in a level to earn an extra life. The first is just above the strange ledge. Avoid the Banzai Bill by ducking, or jump on top of it to destroy it.



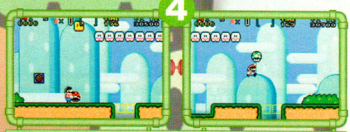


The second Dragon Coin is above the third tilted ledge. When you run past the bush shown above, a Super Mushroom will pop out. Catch it without running into the purple dinosaur.

Press the R Button to use your Spin Jump, which will break the blocks over the pipe. Push Down to enter the hidden area beneath the pipe.



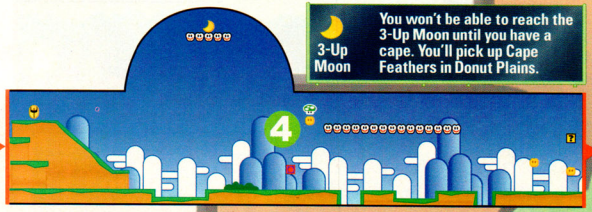
Use the Spin Jump to break the blocks above the Super Mushroom and the Dragon Coin, then exit the area via the green pipe on the right.

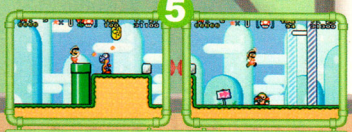


Pick up the shell with B, then continue holding B to hold the shell. Stand under the Yellow Block, then push Up on the Control Pad and let go of B to throw the shell into the air. Catch the 1-Up.

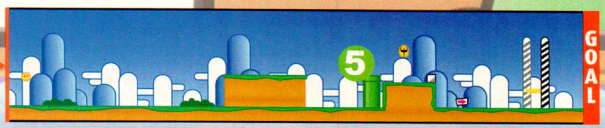
3-Up Moon

You won't be able to reach the 3-Up Moon until you have a cape. You'll pick up Cape Feathers in Donut Plains.



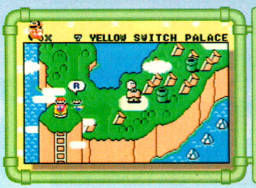


Use the Fireballs, if you have them, to take out the Dino Rhino and the Jumping Piranha Plant. Otherwise, sneak past them, then avoid the athlete at the end. Run through the tape to finish.

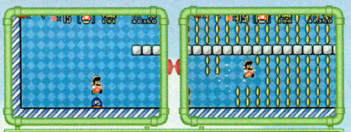


YELLOW SWITCH PALACE

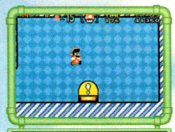
After you complete Yoshi's Island 1, you'll be able to access the Yellow Switch Palace. The special area is a must-visit—you'll get many coins and access to Yellow Blocks, which you can activate by stomping the yellow switch.



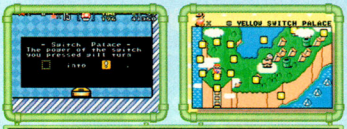
Try to visit the Yellow Switch Palace before you go to the other areas in Yoshi's Island, and be sure to revisit any place you've already been—there may be new blocks to hit!



Jump on the P-Switch to fill the first room with coins. Collect as many coins as you can before they disappear. The music will get faster when the coins are about to vanish.



Jump on the big yellow switch to turn on all the Yellow Blocks in the land.

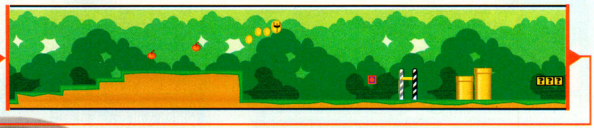


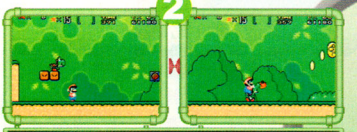
You'll get a message revealing that all the Yellow Blocks are activated, and you'll see the Yellow Blocks flying out of the palace to their new positions all over Dinosaur Land.

YOSHI'S ISLAND 2

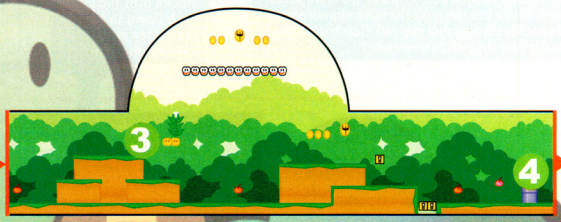
Dragon Coin · Vine · P-Switch

Pick up the shell, then let it loose as you reach the line of Koopas. Run after the shell. Clear all the Koopas to get a 1-Up.





Hit the second block to hatch your first Yoshi. Jump on his back and use his special skills and stamina to make quick work of enemies. Yoshi eats the apples along the way.



Hit the second block to reveal a vine that will take you up to a Dragon Coin and some normal coins.

To hit the flying blocks, jump with Yoshi or pick up the blue blocks with Mario or Luigi and toss them in the air.

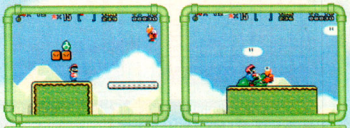
If you wish, hit the blocks below the P-Switch to bring it down, then hit the switch to create a bridge to the goal.

YOSHI'S ISLAND 3 and 4

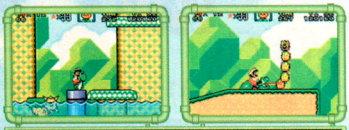
An exciting mix of platform action awaits in the next two levels. Yoshi is a big help in every level, but if you lose him, you can still make it through the stages. Be careful the first few times you go through the level until you know the lay of the land.

The swinging platforms will help you reach higher ledges. Time your jumps and be careful—sometimes, there is nothing but air under the swinging platforms.

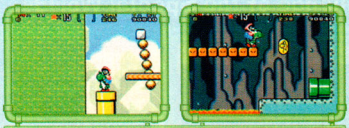
Cheep Cheeps are just some of the dangers in Yoshi's Island 4. If you fall in the water, push Up on the Control Pad repeatedly to pull yourself out.



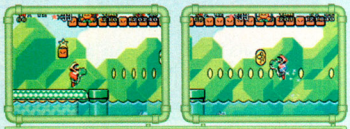
Snag the Yoshi early in Yoshi's Island 3 to get the dino on your side. Swallow enemies to protect yourself. If you already have Yoshi, the eggs will hatch a 1-Up Mushroom.



You don't have to take the pipe, but if you do, it's easier to have Yoshi along to eat the cactus creatures. If you've already cleared a level, you can leave it at any time from the pause screen.



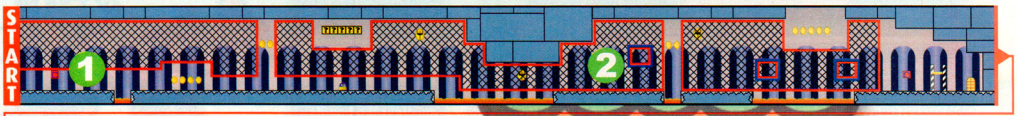
Ride the third swinging platform down to the yellow pipe, then duck in. Hit the P-Switch to create a bridge to the Dragon Coin and the exit.

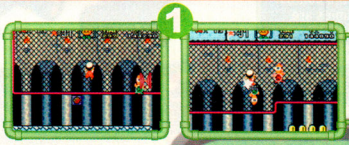


You can jump about in the water to pick up the Dragon Coin, or you can hit the P-Switch to the left of the area to create a bridge. Use a shell or jump up to bring the P-Switch down.

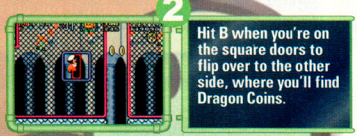
IGGY'S CASTLE

Dragon Coin P-Switch

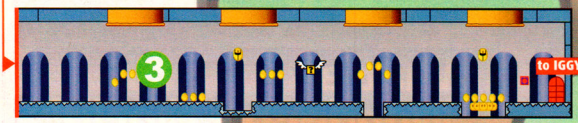




Jump, then press Up to hold on to the wire fence. You don't have to keep holding Up. Move down to squish Koopas.



Hit B when you're on the square doors to flip over to the other side, where you'll find Dragon Coins.



Don't get caught under the columns. Pause for the first one, duck under the second, then run past the last two.

Battle Iggy Koopa

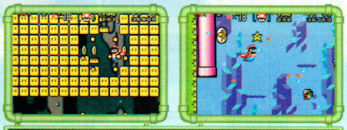
Use the tilting platform to your advantage—jump on top of Iggy's head aiming toward one edge until you can push him into the lava. Avoid Iggy's projectiles and take him down!

The Magic and the Mystery of Mario World

Super Mario World has more than a few hidden areas, bonuses and other secrets. You don't have to open the areas to finish the game, but if you have the skills and the curiosity to uncover them, you'll be very pleased.

Star Roads Lead to Star Worlds

You'll have to uncover the hidden keys within several levels to find Star Roads. The hidden roads are shortcuts that will get you to the end of the game quickly. They're hard to find and to beat.



Bonus areas, such as the hidden levels that lead to Star Roads, are often filled with coins and other treasure. If you're lucky enough to find one, be sure to explore it well.

Look for All the Keys to the Secret Exits

When you locate a big key and the key hole, you're on your way to a secret area! Most Secret Exits are hard to find.

There are more secret areas for you to find in Super Mario World: Super Mario Advance 2 than in the Super NES version.

Challenge of the Special Worlds

Complete every Star World to open the Special Worlds, which feature enemy-filled, dangerous game play for the true Super Mario World champion.

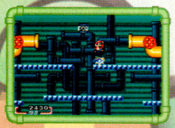
Mario Bros.

The Mario Bros. game is playable with one or two Game Paks and a link cable. You'll play a battle match when you play with two GBAs and one Game Pak. You can also play the Classic cooperative game if you use two Game Paks.

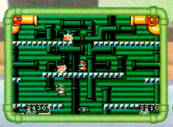
Hit the enemies from below, then jump up to hit them directly until you clear the boards. Some enemies are tougher than others.

Multiplayer Mario Madness

Two players can duke it out to be the first to collect five coins in Battle Mode. Try staying near the top of the screen to steal your opponent's coins.



The last enemy is always blue. Knock it off to finish a level. It takes two hits to take down a crab.



Classic Mode is very much like the one-player Mario Bros. game played with two people. Each brother has his own score.

What a Wonderful World!

Super Mario World: Super Mario Advance 2 has a name that's almost as long as the incredible adventure within Dino Town. Be with us next month as we tackle more of the levels and Koopa's bratty kids.

GO AHEAD KNOCK YOURSELF OUT!

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EVERYONE
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TITUS

GAME BOY ADVANCE

Pokécenter

Pokémon Center NEW YORK

Pokémon Center New York opened on November 16—the same weekend that the Nintendo GameCube launched in the U.S. Hundreds of invited guests attended the preopening event the day before the Pokémon Center opened to the public.

Pokémon Trainers can check the Ultra Pokédex to see all 251 Pokémon as they appear in the Game Boy games, on the Nintendo 64 and in animated form. Trainers can also pick up small PVC Pokémon figures, which are displayed on either side of the TV screen.

Pokémon circle the main area of Pokémon Center New York's first floor. The Pokémon Mini and special edition Game Boy Advance are displayed in the glass cases. Below, attendees survey the store at the preopening event.

Mr. Itoh, the man who designed the store, played a patriotic tune on the Pikachu Ukulele.

There are many cool things to do at Pokémon Center New York. You can shop, of course, but you can also play a Pokémon Trading Card match, try out the latest Nintendo games and even receive a gift of a rare Pokémon from the store's exclusive machine.

Pokémon Mini comes in Smoochum Purple, Wooper Blue and Chikorita Green. The game system is a Pokémon Center New York exclusive. Check out www.pokemoncenter.com for more info!

Contrary to our previous report, you aren't guaranteed to get a Celebi at the Pokémon Center. Instead, you'll get a randomly generated creature that is unusually colored, or shiny, from the Pokémon Catch 'Em Machine.

Animatronic Pokémon entertain visitors to the Pokémon Center, as well as curious passersby on the sidewalk outside. The view shown above is what the creatures look like from inside the store.

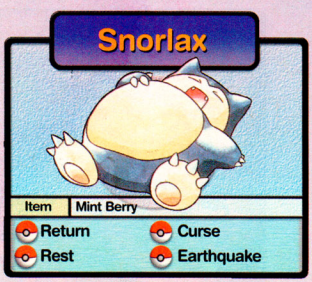
Squirtle, Charmander, Bulbasaur, Totodile, Cyndaquil and Chikorita watch over the checkout counter.

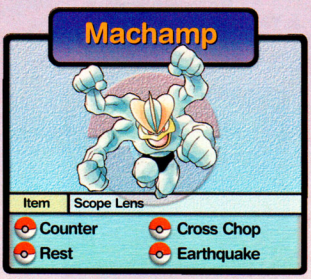
You can find many delightful Pokémon toys at Pokémon Center New York, from small PVC figures to cuddly stuffed Pokémon in several sizes.

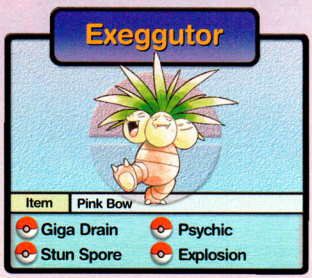
Colosseum

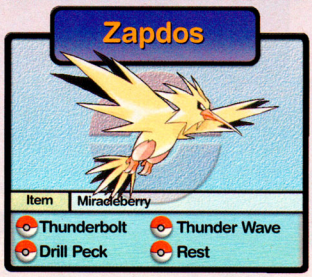
The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

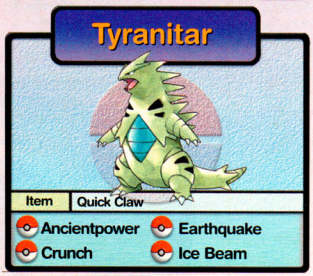
Nicholas Jacobs, another stalwart member of the online Pokémon community, has a "bell-resting" team he'd like to share. His Miltank ♀ is the core of his team, because it uses Heal Bell to cure the status problems of every member on the team. Heal Bell can cure any status problem, even the sleep caused by Rest, which Nicholas says is a real boon to his team. Miltank is a strong Pokémon in its own right, too, and it uses Attract and Body Slam together to make things very uncomfortable for any male Pokémon it's fighting.











Nicholas's team features many creatures with recovery or healing moves such as Rest, Milk Drink, Heal Bell and, to a lesser extent, Giga Drain. Recovery and healing moves can add longevity to your Pokémon by allowing them to regain HP or fix status problems. Mint Berries and Miracleberries can work with moves like Rest to wake the Pokémon up immediately from their healing sleep. Nicholas's Zapdos is rounded out with the powerful and accurate Thunderbolt, the paralyzing Thunder Wave and the dependable Drill Peck. Tyranitar doesn't have a recovery move, but it does have a powerful roster of hard-hitting offensive moves.

The Scope Lens attached to Nicholas's Machamp raises the chance of a Critical Hit. Cross Chop already has a good chance for a Critical Hit on its own, and the move matches Machamp's type, which boosts its power to 1.5 times its normal strength.

Tyranitar's move set works well with its two types, Rock and Dark—especially Ancientpower and Crunch, which get the same power boost that Machamp's Cross Chop receives. Ancientpower sometimes raises all of its user's stats, which is a nice bonus.

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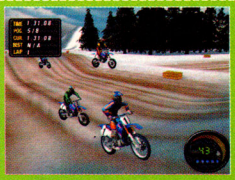

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C. What creative activities do you like most?
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2. Music, such as playing an instrument or composing
3. Writing stories, plays, journal entries or poems
4. Building things with wood or metal or making models
5. Computer programming or computer graphics
6. I don't like creative activities

D. Have you ever wanted to make your own video game?
1. Yes 2. No

E. What kind of video game would you most like to make?
1. Platformer 2. Adventure 3. RPG 4. Sports
5. Fighting 6. Shooter 7. Racer 8. Puzzle

F. Do you have access to a PC?
1. Yes 2. No

G. Do you know how to navigate the Internet or a computer program?
1. Yes 2. No 3. A little

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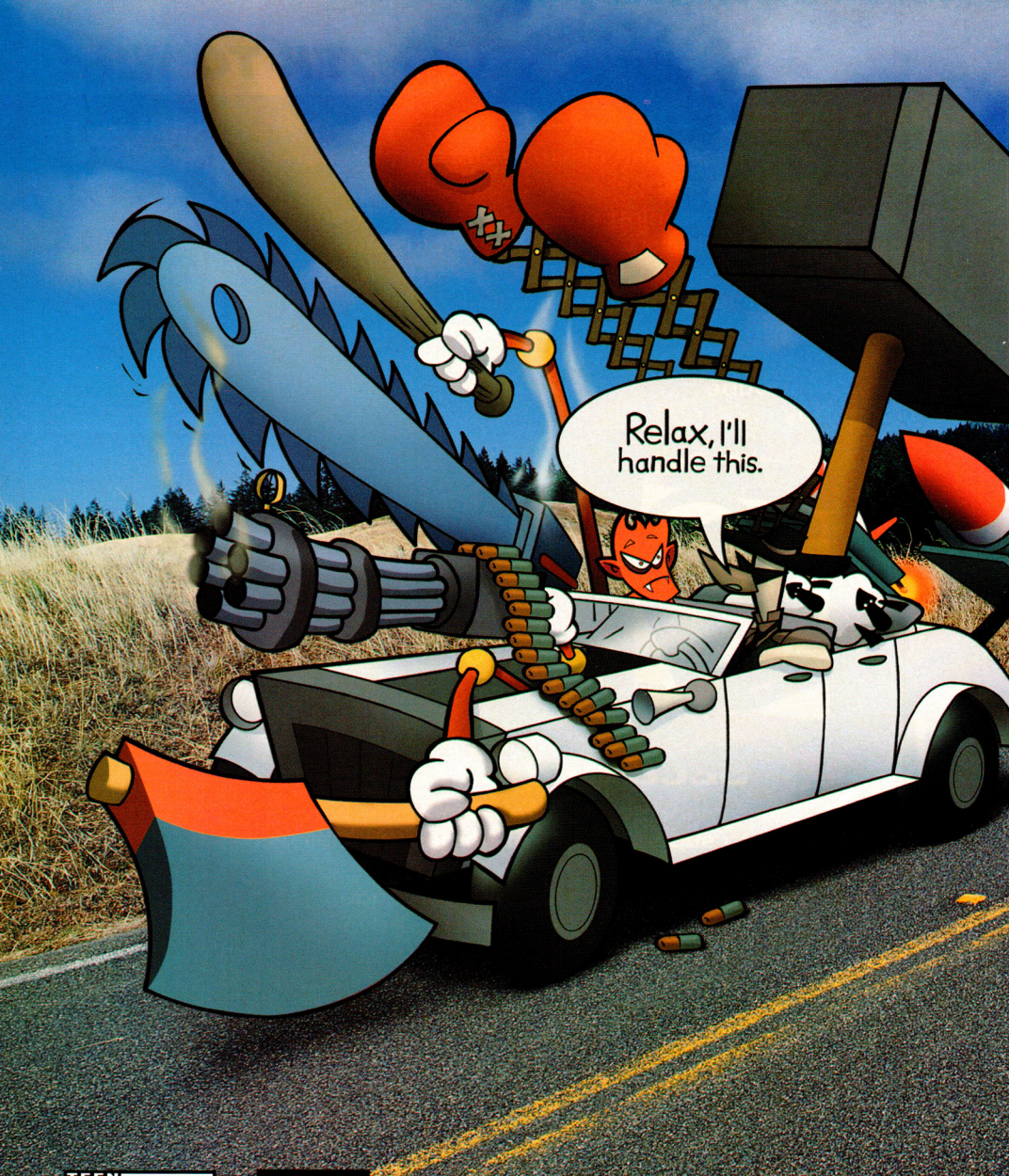
No photocopies or mechanically reproduced entries accepted. Illegible or incomplete entries will be disqualified. Entries become the property of the Sponsor and will not be returned. Entries must be received by 3/1/02. Odds of winning depend on number of entries received. PRIZES: On or about 3/15/02, winners will be selected in a random drawing from all eligible entries. 1 Grand Prize: A 4-day/3-night trip for 2 to Los Angeles, a tour of Activision headquarters; winner to be characterized in a future Activision Spider-Man GameCube video game (use of characterization is at the sole discretion of Activision); R/T coach airfare for winner and 1 travel companion (restrictions apply); R/T destination ground transfers (airport-hotel); 3–nights' hotel (1 room, double occupancy); 1 camera with film; 2 tickets to Spider-Man: the movie at a theater (TBD) & $30.00 cash; a $250.00 gift certificate to "Things From Another World"; R/T transportation to Activision (hotel–Activision); 2 tickets to Universal Studios Hollywood; 1 Nintendo GameCube; 1 Spider-Man game disc for GameCube; and 1 Spider-Man game pak for Game Boy Advance. (Approximate retail value at time rules published ["a.r.v."] U.S.$3,690.00. Final a.r.v. may vary. Winner and travel companion are responsible for all expenses not specified here. Trip fulfillment specifics at Sponsor's sole discretion. If Grand Prize winner or companion cannot travel during the specific fulfillment period, then claim to the Grand Prize is forfeited. Grand Prize winner will be notified by telephone and will receive an Affidavit of Eligibility/Release of Liability and a Travel Companion Affidavit. Failure to complete, notarize and return both Affidavits within 14 calendar days of receipt will result in a disqualification. Travel companion must be 18 years or older. If winner is a minor, travel companion must be minor's parent/legal guardian.) 5 Second Prizes: 1 Spider-Man game disc for Nintendo GameCube and 1 Spider-Man game pak for Game Boy Advance. (a.r.v. U.S.$80.00 each.) 50 Third Prizes: 1 Nintendo Power T-shirt (a.r.v. U.S.$10.00 each.). Any prize notification, prize refused, returned or returned as undeliverable will result in disqualification. Canadian winners must correctly answer a timed mathematically based question of skill. If a minor is a winner, then prize will be awarded in the name of the minor's parent/legal guardian. Specific prize items, product, title, version or model to be determined by product providers. No substitution for any prize or portion thereof, except due to unavailability, in which case a prize of equal or greater value will be awarded at the discretion of the Sponsor. Prizes are not transferable or redeemable for cash. Prize winners are responsible for all federal, state, provincial and local taxes or applicable duties. Except as prohibited by law, winners agree that Sponsor, Activision and Administering Agency may use their names or likenesses without further compensation at the sole discretion of Sponsor, including any Sponsor and Activision productions or promoting, publicizing, distributing or other exploiting thereof. By entering, participants release the Sponsor, Activision, and Administering Agency from any injuries, damages or losses which may be sustained in connection with ownership, use or misuse of the prize. Sponsor, Activision and Administering Agency are not responsible for problems arising from associated with the sweepstakes, including printing, distribution or production errors or any damaged, delayed, illegible, incomplete, lost, misdirected, stolen or postage-due entries and may rescind, cancel or revoke this drawing based upon any such error without liability and at their own discretion. For complete Official Rules, or, after 3/15/02, a Winners List, send a SASE to Nintendo "Web-Sling with Spidey Sweepstakes" Rules or Winners List (indicate which), 4820 150th Ave. NE, Redmond, WA 98052. The Sweepstakes is ™ 2002 by Nintendo of America. Official Rules ™ 2002 L.A. Promo. All Rights Reserved.



TEEN T CONTENT RATED BY ESRB

Comic Mischief Violence

PSEUDO INTERACTIVE INC

XBOX

NINTENDO GAMECUBE

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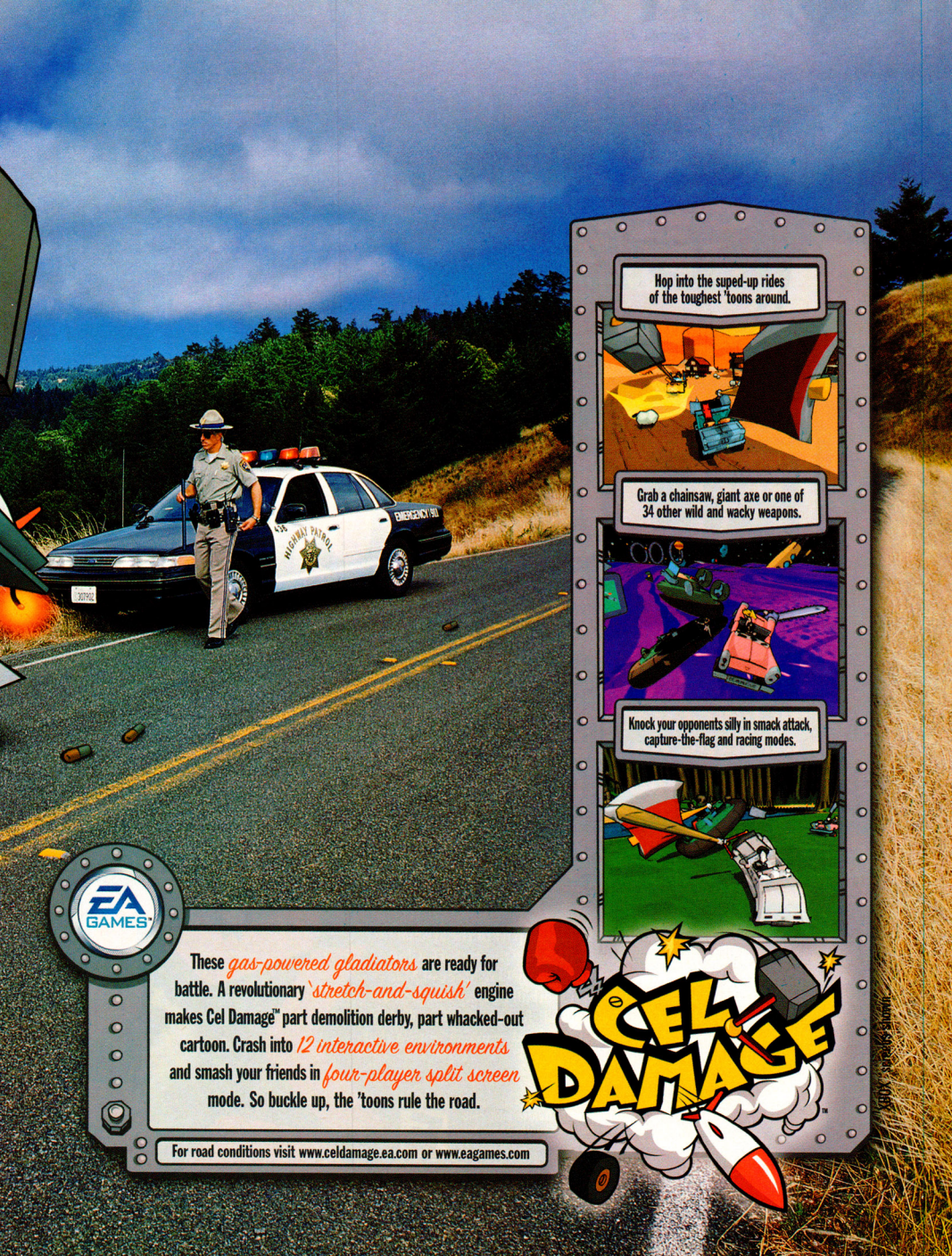
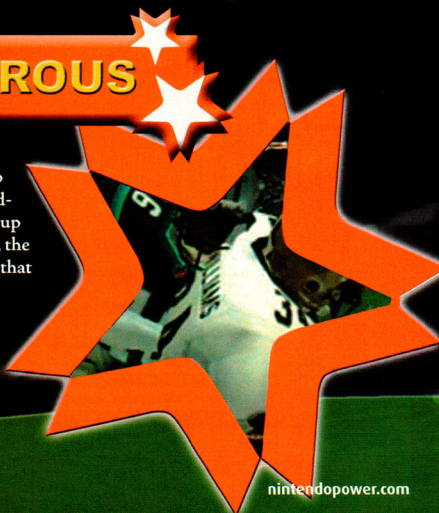

Hop into the suped-up rides of the toughest 'toons around.
Grab a chainsaw, giant axe or one of 34 other wild and wacky weapons.
Knock your opponents silly in smack attack, capture-the-flag and racing modes.
EA GAMES
These gas-powered gladiators are ready for battle. A revolutionary 'stretch-and-squish' engine makes Cel Damage™ part demolition derby, part whacked-out cartoon. Crash into 12 interactive environments and smash your friends in four-player split screen mode. So buckle up, the 'toons rule the road.
CEL DAMAGE
For road conditions visit www.celdamage.ea.com or www.eagames.com

Armchair quarterbacks, get ready! The franchise that focuses on the field general is marching toward the Nintendo GameCube, from Acclaim Sports.

ARMED AND DANGEROUS

Bullet passes, long bombs and fast footwork are all part of the arsenal of the NFL quarterback, the central focus of NFL Quarterback Club 2002. With game play that compares well to the Easy Play Mode of Madden NFL 2002, QB Club is a game that even football novices can pick up and play. In addition to exhibition games and full-featured season play, the game includes a quarterback challenge and a general manager option that tests your off-the-field maneuverability.



Acclaim Entertainment, Inc. presents NFL Quarterback Clun™ 2001. The NFL Quarterback club is a trademark of the National Football League. © 2001 Acclaim Entertainment Inc.

EVERYONE
E
CONTENT RATED BY ESRB

PRACTICE

Before you take on the competition, you can develop your quarterbacking skills on the practice field. Set the conditions and the yardage, and practice the same plays over and over again until your offense performs likes a well-oiled machine. You can practice against any defense, including your own, or run the plays without a defense on the field.

EXHIBITION

You can cut to the chase and play some football in a hurry by starting an exhibition game. Every NFL team is represented, and up to four players can participate. Select the stadium, weather conditions, time of day and quarter length, then hit the field and experience game day pressure.

SEASON/PLAY-OFFS

Like any good football game, QB Club 2002 allows you to play a full season of 16 games then go to the play-offs if your team makes the cut, or enter the play-offs from the start. You can participate in any game in the NFL schedule and invite your friends to play, too.

SIMULATION

Every football fan dreams about the ultimate challenge—third and 20, deep in your own territory, down by 12 with less than two minutes to go. In the QB Club Simulation Mode you can create, or re-create, any game situation you want and rewrite history or relive a great comeback.

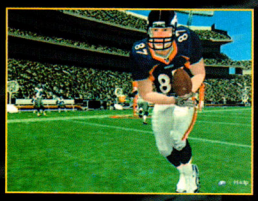
Perfection on the Rise

The only way to get good at something is to do it repeatedly. The QB Club Practice Mode allows you to select a play and run it as many times as you want, with or without defensive resistance. It's great for understanding the mechanics of a play and for fine-tuning.

Get Up and Go

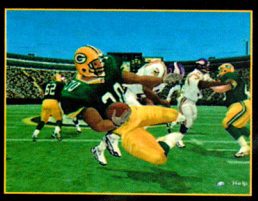
Exhibition Mode is the perfect place for you to get used to the rigors of the NFL. The play selection screen shows how much each formation and play relies on passing and running skills. The line of scrimmage and first down markers help you make quick decisions when the play is in motion.

Go for the Glory



Select any number of teams for human control, and play a season or enter the play-offs immediately. If you start from the beginning of the season, you can take an also-ran team to the promised land. If you jump into the play-offs, the participating teams will be predetermined.

Simulation Sensation



Simulation Mode gives you complete control over game conditions—participating teams, possession, quarter, down, time remaining and even the hash mark and the time-outs. Set up the situation the way that you want it, then get down to business.

QUARTERBACK CHALLENGE

The feature that separates the NFL Quarterback Club franchise from other football series is the Quarterback Challenge, a four-event competition that tests the skills of the NFL's top play makers. Up to four players can lead as many as eight QBs into the competition.

QB STATS

Every quarterback has an overall rating and ratings in five subcategories, which include speed, agility and accuracy. Since the QB Challenge covers four different styles of competition, the overall category is most important.

Name: Kurt Warner HT: 6'2" WT: 220

Overall	91
Speed	70
Agility	67
Accel	65
Accur	91
ArmStr	92

Name: Brett Favre HT: 6'2" WT: 225

Overall	91
Speed	74
Agility	76
Accel	77
Accur	89
ArmStr	95

Name: Peyton Manning HT: 6'5" WT: 230

Overall	90
Speed	71
Agility	73
Accel	67
Accur	87
ArmStr	91

Name: Daunte Culpepper HT: 6'4" WT: 266

Overall	90
Speed	80
Agility	77
Accel	75
Accur	8
ArmStr	95

Name: Rich Gannon HT: 6'3" WT: 210

Overall	89
Speed	76
Agility	80
Accel	76
Accur	89
ArmStr	89

Name: Brian Griese HT: 6'3" WT: 215

Overall	89
Speed	72
Agility	60
Accel	69
Accur	93
ArmStr	89

Name: Donovan McNabb HT: 6'2" WT: 226

Overall	89
Speed	77
Agility	77
Accel	77
Accur	89
ArmStr	93

Name: Elvis Grbac HT: 6'5" WT: 238

Overall	88
Speed	63
Agility	58
Accel	61
Accur	89
ArmStr	93

Name: Steve McNair HT: 6'2" WT: 225

Overall	88
Speed	76
Agility	79
Accel	75
Accur	84
ArmStr	90

Name: Drew Bledsoe HT: 6'5" WT: 240

Overall	87
Speed	70
Agility	72
Accel	70
Accur	83
ArmStr	90

Name: Doug Flutie HT: 5'10" WT:180

Overall	87
Speed	70
Agility	72
Accel	70
Accur	83
ArmStr	90

Name: Chris Chandler HT: 6'4" WT: 226

Overall	85
Speed	72
Agility	72
Accel	72
Accur	88
ArmStr	89

SPEED AND MOBILITY

When a play falls apart, your ability to scramble, avoid defenders and throw on the run is tested. The speed and mobility competition focuses on those skills. If you don't clear the obstacles cleanly, you'll receive a time penalty.

Fancy Footwork

The object of the speed and mobility competition is to make your way past a variety of obstacles then toss the ball at the target. You'll execute every action with the A Button, including ducking under a bar, jumping over another bar and releasing the ball.

ACCURACY

Your throwing speed and ability to aim quickly are tested in the accuracy competition. Targets move laterally across the field. You must throw three footballs at each of the first two targets, and one football at a final pair of targets that move together. You'll have to work fast to get all of the throws off in time.

Aim and Fire

The targets move very quickly across the field. You must aim quite a distance ahead of the bull's-eye to hit even the closest target. As soon as your QB picks up the ball, the aiming reticule will turn yellow. That's your cue to aim and let go.

LONG DISTANCE

The art of the long bomb comes in making long passes that are on target. In the long-distance competition, official measurements start at a distance of 50 yards, in a target area that is 10 yards wide. Naturally, a QB with high accuracy and arm strength ratings will have an advantage in the competition.

Go the Distance

The long distance throw works like a kick in a game situation. Press the A Button once to start the movement of the power meter, then press it again when it reaches top strength. Timing is crucial when you press the button the third time. If the meter is close to the mark, the throw will go long.

READ AND RECOGNITION

The competition that is worth the most points overall is unique to the quarterback position. Six targets—five mobile, one stationary—are scattered over the field. The four targets that are open are marked with flags. You'll have four tries to hit an available target, with additional points awarded for precision. If you want a sure thing, you can hit the stationary target.

Speed Reading

When the targets begin to move, the targets that you can throw to are marked with button designations and flags. Push the button that is appropriate for your target of choice, then aim with the reticule and push the A Button to release the ball.

GENERAL MANAGER

You can take on the role of the general manager in any mode of play. The duties of the QB Club general manager include trading players from team to team, picking up players from free agency, exploring the depth charts and creating new players. What the feature lacks in realism, it makes up in versatility.

Create a Dream Team

As the overall general manager, you can make changes to every team in the league, allowing you to create teams with all of your favorite players or to match the real player transactions of the NFL.

TRADE PLAYERS

The Trade Players option lets you pull off straight one-for-one swaps. Every type of trade is allowed. If you want to trade Brett Favre for a backup defensive lineman, you can. It's not realistic, but it does allow maximum flexibility.

Swap Meet

The players are broken down by team and position. Select the first player on the top of the screen and the other player to be traded on the bottom of the screen. Then press the A Button to seal the deal.

FREE AGENCY

The key to free agency in QB Club is that every team must maintain the same roster size. When a team claims a player from free agency, it must release another player to free agency. No teams or players are off limits.

Free Movement

Free agent transactions are similar to trades. The difference is that you must trade position for position. When you pick up a quarterback, for example, you must release a quarterback from the team's roster.

DEPTH CHARTS

The depth charts not only allow you to explore the ability of every player on every roster, but they also give you a chance to reassign players to different positions. The feature gives you complete control over the minutia of roster molding.

Job Juggling

The current assignments for each position are shown at the top of the screen. The team's complete roster appears at the bottom of the screen. You can put players into different positions with the Control Stick and the A Button.

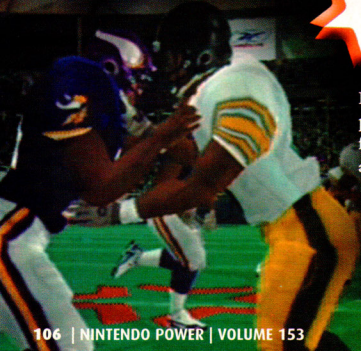
CREATE A PLAYER

You can create and develop up to 22 players and assign them to teams via free agency. Everything from the player's name and position to his appearance and abilities is up to you. Skill categories vary depending on the position.

Make the Team

After you give your player a name, background and style all his own, you can distribute 960 skill points over 12 categories. The player's strengths and weaknesses can reflect your own style of play.

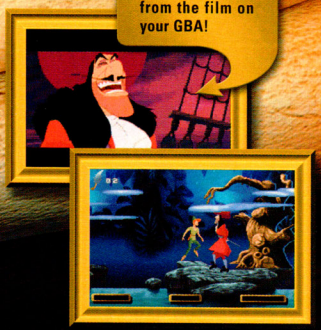
SKILLS AND THRILLS



NFL Quarterback Club 2002 tests your abilities to act under pressure and perform when all eyes are focussed on the star of the show. It's simple, playable football with a lot of bells and whistles, a skills competition and a team management program all wrapped up in one game.

IF YOU EVER WANT TO SEE TINKER BELL AGAIN YOU KNOW WHAT TO DO.

Unlock real clips from the film on your GBA!



SUPER MOVIE SCENES and AMAZING FIGHTING MOVES

Disney INTERACTIVE

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EVERYONE E MILD VIOLENCE CONTENT RATED BY ESRB

Tinker Bell's been kidnapped and Peter Pan needs her magical powers to fly. He also needs your help with amazing flying and fighting moves to defeat Captain Hook and rescue Tink before time runs out! Combine flying techniques with fighting moves for aerial acrobatics that will kick some serious pirate booty!

ONLY FOR GAME BOY ADVANCE

Disney's PETER PAN RETURN TO NEVER LAND

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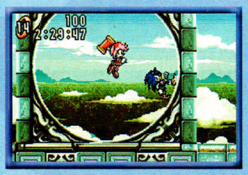
SONIC ADVANCE™

Sega's celebrity hedgehog makes his Nintendo debut in a hyperkinetic epic that looks like classic Sonic but has made the quantum leap to brand-new cool.



A FRESH SPIN

This swift side-scroller has the retro feel of 2-D Sonic games but bulks up with the addition of three more playable characters. While Sonic spins and speeds through zones, the others glide, helicopter or hammer their way through zones, which changes the challenge quite a bit. Add to that a tiny garden where you can raise cute baby Chaos, play minigames and win your tots prizes—this blue-blazing Pak spins its way to a very welcome place on Game Boy Advance.

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EVERYONE
E
CONTENT RATED BY ESRB

ALL FOR ONE, ONE FOR ALL

Sonic might have started the whole Hedgehog story line, but he's bumped into lots of friends who can hold their own over the years, including three more who join him for his GBA game. All are playable, and each brings a dramatically different mode of attack and transport to the game. We recommend playing through with Sonic first then trying the others later.

Sonic the Hedgehog

The supersonic star of the show boasts incredible speed, daredevil acrobatics and various spin attacks. His Spin Dash gets him to hard-to-reach spots, and he is only one of two characters who can grind rails to reach special spots.

Miles "Tails" Prower

He's nicknamed Tails because he's got two of them, which he can use as helicopter blades that lift him into the air for short flights. He is also the only character who can swim upward when trapped underwater.

Amy Rose

She used to have a crush on Sonic, but now Amy can pretty much crush whatever she likes with her massive hammer, which she also uses to hammer-jump her way to higher altitudes. Like Sonic, she, too, can grind rails to reach special spots.

Knuckles the Echidna

At one time, he mistook Sonic for a foe, but he's turned around since and now helps out his friends. Fierce-fisted Knuckles has a tough uppercut, and he can also glide long distances and scale walls if he glides into them.

TINY CHAO GARDEN

Separate from the epic Sonic struggle raging throughout the cosmos is a pleasantly pokey garden in which you can raise a tiny Chao creature from eggy beginnings into a pet with its own unique characteristics. By playing Chao mini-games, you can earn your toddler special gifts—while developing your mental powers at the same time.

Playpen for Personal Pet

When you hatch your first Chao from its egg, you'll see that it's got lots of room for development. Swimming, flying, running and other attributes can all be built up, given the right care and attention. You can even pat your Chao on its head for a warm response.

Chao Wants to Chow

By earning points in the mini-games, you can buy exotic fruits and other entertaining gifts to give to your Chao. Your tiny pet will be overjoyed and develop its personal attributes further based on which gifts you give.

Minigames for Miniprizes

An Added Dimension

Using the Nintendo GameCube Game Boy Advance Link Cable, you can port your Chao back and forth between Sonic Advance and Sonic Adventure 2: Battle for the Nintendo GameCube, in which Chaos compete in swimming, running and other challenges.

Tiny Chao Garden includes two minigames, in which you can earn gift-buying points. One involves quickly matching colors and hand signals to symbols speeding around a ring; the other is a variation on the classic game of Concentration.

ZONE 1 / ACT 1

Fans of the Sonic series will know Neo Green Hill Zone—beachfront property, palm trees and cabanas crawling with crabs. Wide-open spaces make it easier to learn the classic Sonic game elements, like how to launch toward high spots via springs and speed through loop-the-loops. The maps in this article show approximate placement only, not all the background details.

Cracking Crabs

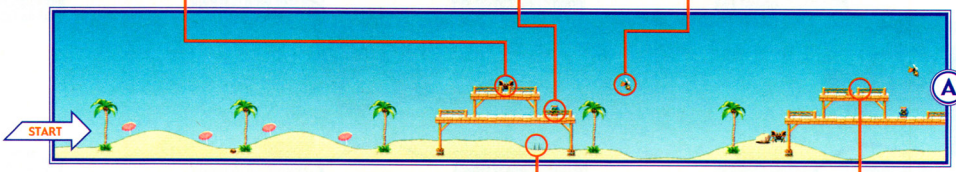
Stomp on the crab's back to eliminate the pest, or else you'll have to be wary of its energy blasts after you pass.

Power-Up Prep

Before you collect a power-up, scout the nearby area for possible uses. The Barrier power-up will help against the upcoming flier.

Flick the Bugs

The floating wasps drift in a leisurely pattern, so jump-attack into them to pop them out of existence. Avoid their projectile spit.

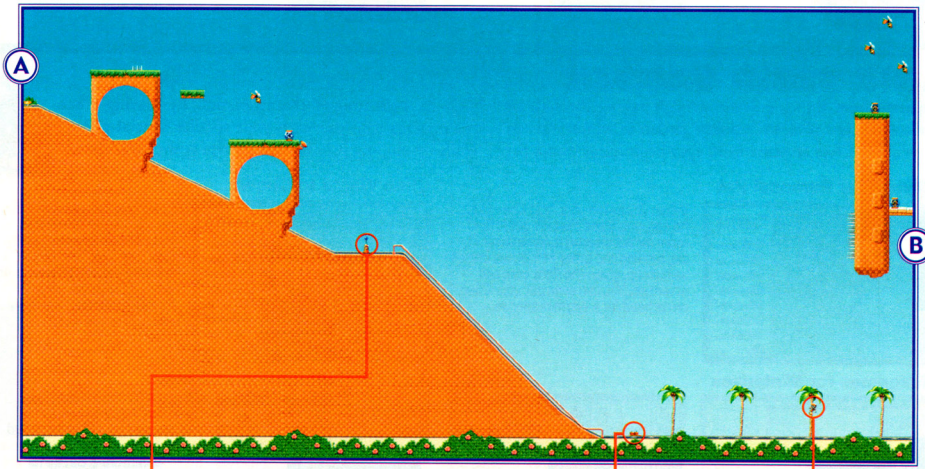


Stabbing Pains

A bed of spikes will often be where you least expect it. But when it's out in the open, ensure that the arc of your jump will clear all spikes.

Spring into Action

Investigate whether your flight path from a spring will be safe—or even profitable—by using the Control Pad to look up in the direction the spring points.



Seek Save Points

Since each life has to complete the zone within a time limit, use the save points to keep your comeback attempts on track.

For Speed Freaks

Sonic's world is full of pinball-moving devices such as ball accelerators, which give characters a sudden boost of speed.

Simian Surprise

Monkeys slide up and down palm trees, hurling coconuts at you in hopes of jarring loose all your rings—or a life if you're ring-free.

B

C

Acrobatic Air

Trampolines will bounce you higher and higher to a final limit if you ride them long enough. Ride out your bounce with the Control Pad.

Pop the 'Bots

Robot drones patrol their designated areas. If you walk into them you'll lose rings—or a life—so jump-attack to beat them.

Outrun Frog's Legs

Giant frogs leap back and forth, trying to dislodge your ring collection, but a well-timed jump-attack will flip them first.

C

D

Escape Velocity

Each zone has a Special Spring that bounces you into a Special Stage, where you can nab a Chao Emerald. Reaching the spring often requires harrowing jumps at gut-wrenching speed.

D

FINISH

ZONE 1 / ACT 2

You can pass Neo Green Hill Zone after you take on Sonic's long-time foe, Dr. Eggman (a.k.a. Dr. Robotnik) at the end of the zone. Until you take on Eggman and his tech monstrosity—one of many throughout the game—explore the layered levels of Zone 1, Act 2. You'll often find great power-ups and lots more rings if you backtrack on other platforms.

Private Grind Route

Sonic and Amy Rose can grind rails to reach places more quickly. To get on a rail, jump onto it and press the R Button, then speed up or decelerate with the Control Pad.

Against the Tide

Ride the gushing bridge of water across the gap, then fight the stream to run out over the spikes and plunge into the gap. You'll find an Extra Try power-up.

Sonic's Old Nemesis

Dr. Eggman rides out in a tank, first bringing the mallet down from above. When he swings down, run through and pounce on Eggman's head. After you hit him several times, he'll use the mallet as a techno-leg. When his tank lifts up, pounce from below.

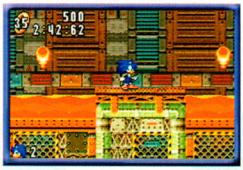
ZONE 2 / ACTS 1 & 2

The Secret Base Zone is full of industrial hazards, like robotic blowfish, helmeted molemen and flame-spewing ladybugs. Fortunately, there's lots of industrial help as well, such as chasm-spanning tightwires and intake pipes that move you through the system's bowels. Step lively around the flaming metal flows—you may survive to face Eggman again.

Huge Zone Syndrome

With so many twists, turns and layered levels, it's easy to become lost. Make note of landmarks, like where certain enemies are—or were. You'll always keep your bearings.

Molten Metal Mambo



If you find yourself crossing the industrial lava flows, watch out for sudden fireballs bursting up. They usually surge in a regular pattern, so don't make your dash until the timing's right.

Peg-Legged Eggman

At the end of Act 2, Eggman hops after you with a pogo-stick tank that will jar loose your rings, then your life. When he launches high into the air, run from your current spot. When he settles into shorter hops, jump onto the tank repeatedly to topple him.

ZONE 3 / ACTS 1 & 2

You'll need to be a pinball wizard to fly through the Casino Paradise Zone. Sonic turns into a hedgehog ball among flippers, bumpers and other pinball machine tricks. And like a Circus Circus casino gone horribly wrong, the zone is patrolled by menacing clowns and other big-top enemies who all want to wipe that silly grin off Sonic's face.

Pinball Wizard

When you leap on a flipper, activate it by pressing the A Button. Angle your flip just right to bound up toward more power-ups.

Honey-Covered Evil

Mechanical bats whir through the air, carrying a golden payload that they'll drop on your head if you hover underneath too long. Jump-attack from below or just run on by.

Cannonball Cross Fire

Act 2 concludes with a deadly one-ring circus, in which three pairs of cannons project cannonballs across the arena, from one cannon into the other. Avoid the red ball; instead, strike repeatedly at the blue one, which contains the persistent Eggman.

ZONE 4 / ACTS 1 & 2

You'll scale the highest peaks, swim chilling channels and speed through crystalline loop-the-loops in the Ice Mountain Zone. Penguins, arctic fish and hot-tempered snowmen are on the prowl, but your worst enemy in Zone 4 is your inability to breathe underwater. You're on a quickly ticking oxygen time clock every moment you dawdle below sea level.

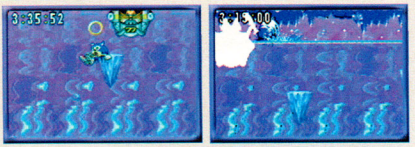
Underwater Survival

Especially when you're on the five-second countdown, watch for the trickles of bubbles that signify an oxygen leak. Jump into the biggest bubbles to catch your breath.

Abominable Snowmen

They might have heads that fire sudden snowbursts upward, but you can take the flaky foes out of commission by jump-attacking when they're not popping their top.

Breathtaking Crisis



Sonic faces Eggman in a submerged cavern. Riding in a ceiling-clinging vehicle, Eggman pounds loose ice shards. The tips are dangerous, but if you can jump onto the flat tops, you can jump again toward air—if needed—or toward Eggman's bashable underside.

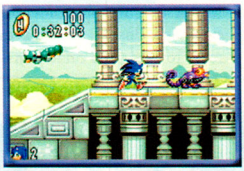
ZONE 5 / ACTS 1 & 2

Angel Island Zone is another famous feature of the Sonic landscape, a sky island that bears aloft an ancient civilization. Sonic's pal Knuckles hails from the place filled with freaky critters, booby traps and chasms that drop dangerously into the sky. You'll soon discover that Eggman has corrupted the sacred spot in pursuit of revenge against Sonic and friends.

Yo-Yo Controls

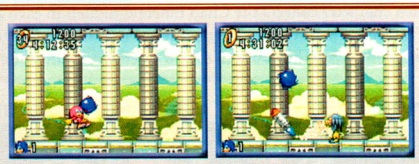
Operate the stone wheels by running in either direction to move the wheel clockwise or counterclockwise, which moves the wheel back and forth along its track.

Creatures in the Clouds



Purple lizards crawl through the halls, flicking their long tongues. To beat the Angel Island oddities, jump-attack over their short-range lick and come down hard on their backs.

Bad Rap for Knuckles

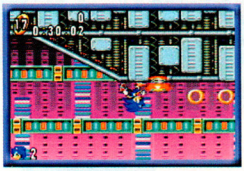


Dr. Eggman's created a fake Knuckles to be the zone boss. Don't attack when it's gliding. Instead, pounce several times while it's spinning to reveal its true nature—a missile-firing robot—then pounce several more times to defeat the pseudo Knuckles.

ZONE 6 / ACTS 1 & 2

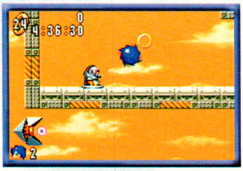
Act 1 begins in Egg Rocket Zone, where you rush into Eggman's spacebound rocket just as it's blasting off for Cosmic Angel Zone, the site of Act 2. In both areas, techno-foes like laser-equipped probes crowd the passages, while sci-fi modes of transport like hyperfast transport tubes and reverse-gravity fields make reaching Eggman a dizzying challenge.

Tales from the Flip Side



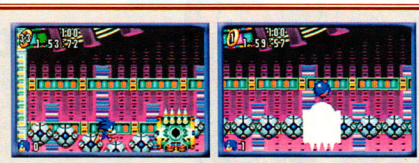
No need to lose your head when you suddenly float to the ceiling and flip over. You've just entered a reverse-gravity field, so spin, jump and use springs just like you normally would.

Take Out Space Junk



While speeding through the circuitous pathways, you'll find yourself surrounded by more enemies than ever. Wipe out foes as you find them to minimize cross fire.

Crack Eggman Open



The demented doctor pilots a spiky vehicle that rides along an elastic coil and spits out energy pulses that home in on your position. When his head appears, jump fast before the spikes come back. Keep repeating until Eggman goes splat at last.

FINAL ZONE

During the big outer-space finale, Dr. Eggman trots out three increasingly difficult vehicles. Though the first two—an armored sphere and a drilling tank—are a cinch to beat, the final Eggman creation involves a massive battle against a hovering pod equipped with many methods of destruction. But is this really the end for Dr. Eggman?

Clash of the Titans

Eggman first challenges you with a hovering spheroid that's swinging a wrecking ball. Use the ledges both to leap over the ball and to jump-attack into Eggman's spheroid. Several hits should send him packing.

For his second challenge, Eggman carts out in a drill-equipped tank. Leap onto your nemesis's head several times to destroy his vehicle, but watch out for the drill tip, which Eggman can use as a speedy projectile.

His third vehicle is a doozy—it can fire an energy beam, pop out cannonballs and lash out with a mech-arm. Crouch as far away as possible, then when Eggman uses the arm, leap over its grasp and pounce on his head until you trigger the explosive finale.

EXTRA ZONE

If each character collects the Chao Emerald hidden in each zone, you'll access the truly final Eggman finale that takes place in the Moon Zone. With the power of the 28 emeralds, Sonic powers up into a flaming phenomenon that's strong enough to take on Eggman's deadly robosuit in a hyperkinetic side-scroller that races toward final cataclysm—or cosmic victory.

Time's a Killer

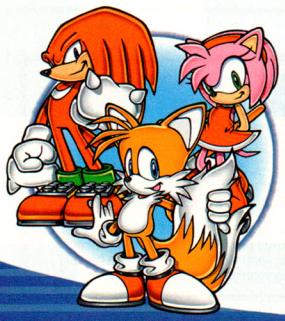
Though Eggman packs serious weaponry, the killer factor is that your ring counter is ticking down toward zero, at which point you lose a life. Prolong the battle by finding rings.

Turn Tech against Eggman

Eggman has three main attacks. He'll release cage-pods, swat at you with his mech-arms and release seismic energy that pushes you backward. The cage-pods are key. If one strikes you, you'll be encased for precious moments; if you blast it, the pod will explode into time-prolonging rings.

Cosmic K.O.

Eggman's weak spot is his faceplate. When he's not flailing with his mech-arms, surge into his face repeatedly to drive him closer to his final reckoning.



BE KIND, REWIND

Don't hog all the glory with Sonic. Play the entire epic again with Knuckles, Amy Rose and Tails. Because they all have a special mode of transportation, taking the whole crew through offers a fresh spin on beating all the zones—and the opportunity to mop up the moon with evil Eggman.

Police the Fleece!

Get ready for a wild and wooly time down on the farm. The shaggy sheep are wandering around aimlessly and they need you to carefully guide them through a web of obstacles and lead them to safety. Choose from 3 different hopeful herders and shepherd your flock through some of the wackiest puzzles ever. Don't let these hapless creatures pull the wool over your eyes. It's time for you to police these fleece!

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GAME BOY ADVANCE

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EPIC CENTER

We figured that Epic Center would be well received, but a flood of e-mail comments about the new column has our editors cleaning out their in-boxes every 10 minutes. Still, we managed to find the time to track down information on three upcoming titles and research an Epic Tactics Golden Sun extravaganza that reveals the location of every Djinni in the game. And don't miss next month's issue, where we'll debut the Epic Center letters section.

EPIC NEWS

ZOE on the GBA

Konami recently announced a title change for its upcoming GBA mech strategy game, Zone of the Enders. The new game will be known as Zone of the Enders: The Fist of Mars. ZOE puts you in control of a young LEV pilot named Cage who has been recruited by the Mars underground resistance. (LEVs are giant robots used in warfare.) As Cage, you must aid the resistance by controlling multiple LEVs—as well as equipment such as tanks, trucks and infantrymen. The game uses turn-based combat, upgradable weapons and massive battlefields to give gamers a taste of epic robot combat. Overseen by Noriaki Okamura, the creator/producer of the Zone of the Enders world, the new title is slated for a mid-February release in North America. Epic Center will present a complete ZOE: FOM blowout next month.

More Mechs

Speaking of mechs, TDK Mediactive has announced plans to bring a Robotech game to the GCN and GBA later in 2002—so fans who waited in vain for the long-rumored Robotech title on the N64 can gnash their teeth anew.

Atlus Arrives

Atlus Software has announced that its long-awaited GBA title Tactics Ogre Gaiden will hit North America in the second quarter of 2002. Atlus is also bringing out a sequel to its robot-collection titles Robopon Sun and Robopon Star. Called Robopon Advance, the new game should hit the GBA around the same time.

Start the Evolution

Finally, Epic Center has learned that UbiSoft's upcoming Nintendo GameCube RPG, Evolution Worlds, is a new adventure featuring characters from the Sega Dreamcast titles Evolution and Evolution 2. The game uses turn-based combat, great-looking graphics, talented voice acting and plenty of dungeon crawling to create an inspired adventure. We'll have more on Evolution Worlds in the next few months, but in the meantime, feast your eyes on the exclusive screen shots below!

EPIC TACTICS

Golden Sun

Got Djinn? If not, then you've turned to the right page—because Epic Center has tracked down the locations of all 28 of the little critters, and we're sending the intelligence your way. Whether you just started a new quest or are a seasoned veteran looking for that last Venus Djinni, our guide is sure to turn you into a Golden Sun master.

THE DJINNI LOCATOR

Before starting a wild Djinni chase, you should know how to read the Djinni boxes on the following pages. The number in the golden circle next to the Djinni's name corresponds to the numbered circle on the overworld map above. The bar under the name shows how the Djinni will alter a character's stats when Set. The Special Power description tells how the Djinni's power works and how to use it effectively. And finally, the Location section explains where the Djinni is hiding and gives detailed instructions—if necessary—regarding its capture.

1 Flint

TYPE: Venus **ELEMENT:** Earth

HP	EP	Attack	Defense	Agility	Luck
+8	+4	+3	0	0	0

SPECIAL POWER:
Attack a single enemy with a blow that can cleave stone.

Flint is a good Djinni to use right out of the box, especially when you're fighting multiple monsters. It can often eliminate an enemy with a single hit.

LOCATION: OVERWORLD (SOUTH OF VALE)

Flint is the first Djinni you encounter, and it couldn't be easier to find. Simply leave the town of Vale after clearing the Sol Sanctum area and walk south. The cheerful Venus Djinni will suddenly appear and ask to join your party. Once you give it permission, Flint will give you a brief rundown on the nature of Djinn and how they function both in and out of combat.

2 Forge

TYPE: Mars **ELEMENT:** Fire

HP	EP	Attack	Defense	Agility	Luck
+10	0	+2	0	+2	+2

SPECIAL POWER:
Boost your entire party's attack rating.

Forge is one of a handful of Djinn that can alter a character by increasing or decreasing stats such as defense, attack and resistance to elemental attack. Djinn that affect stats in such a manner should be used within the first two turns of battle or not at all—unless you are fighting a particularly long boss battle. Forge's special power increases the attack rating of your entire party.

LOCATION: GOMA CAVE

Goma Cave is located east of Vale, but you must dispatch the thieves in Vault before entering. Once inside, jump across the river and use the door on your left. Walk down the stairs and to the right until you see a stone column. Push the column into the gap between the two upper levels as shown in the first screen shot. Next, walk south, jump over the water and go through the door. Follow the path around a large, blue lake until you reach another door. Go through the door and walk right until you find a stone stump. Use Move to push it off the ledge and create a stepping-stone in the lake below. Return to the blue lake and jump onto the stepping-stone. Once you reach land, use the nearby door and proceed to the cave's upper levels. Use the stone pillar that you pushed previously to reach the Djinni, then stand next to it and press the A Button. Forge will challenge you to a fight. If you win, it will join your party. If not, you must leave the room, reenter and fight it anew.

3 Gust

TYPE: Jupiter **ELEMENT:** Wind

HP	EP	Attack	Defense	Agility	Luck
+9	0	+2	0	+2	0

SPECIAL POWER:
Attack a single enemy with mighty wind gusts.

Use Gust to smash your enemies with the power of wind. Since Ivan is a Wind Adept, he's a natural for Jupiter Djinn, but you are free to trade Djinn among your party members as you see fit.

LOCATION: BILIBIN

Climb the stairs on the east side of Bilibin, then walk south along the fence posts that surround the town. Follow the fence around the outskirts of town until you find a doorway blocked by leaves. Use Ivan's Whirlwind Psynergy to remove the leaves, then enter the door and climb down the ladder. Use the Move Psynergy to push the statue of the mayor's wife south, then jump across the gap and claim Gust as your own. It will join your party without a struggle.

4 Granite

TYPE: Venus **ELEMENT:** Earth

HP	EP	Attack	Defense	Agility	Luck
+9	0	0	+2	+2	+1

SPECIAL POWER:
Create a defensive barrier around your entire party.

Granite creates a barrier that greatly reduces damage to the entire party for a single turn. Granite's special power will always be the first move of the turn, regardless of the user's agility rating.

LOCATION: KOLIMA

The mayor of Bilibin will send your party off to break the curse of Kolima Forest, but take a detour to Kolima before entering the woods. Though the townspeople have been turned into trees, you can still secure a new Djinni. Locate the stump next to a fenced-in Djinni and face south as seen in the first screen shot below. Walk directly into the tree stump to enter a secret cave that leads to Granite, which will join your party without a fight.

5 Breeze

TYPE: Jupiter **ELEMENT:** Wind

HP	EP	Attack	Defense	Agility	Luck
+12	+5	0	+2	0	+1

SPECIAL POWER:
Boost the elemental resistance of your entire party.

Elemental attacks, such as Fireballs and Earthquakes, are a constant threat to your party's well-being. Boost your resistance to elemental attacks by calling on Breeze during a fierce battle.

LOCATION: KOLIMA FOREST

The fifth Djinni, Breeze, is found high atop the Tret Tree in Kolima Forest. Enter the tree and climb to the fourth floor by using the vines located both inside the tree and on its outer branches. Once you are on the fourth floor, walk to the far right-hand branch where the Djinni is waiting for you. You must defeat Breeze in battle before it will join your party.

6 Fever

TYPE: Mars **ELEMENT:** Fire

HP	EP	Attack	Defense	Agility	Luck
+8	0	+3	0	+2	0

SPECIAL POWER:
Cause damage and delusion in a single foe.

Fever is the first of many Djinni that can cause a status change in addition to dealing damage. Once you strike with Fever, your enemy will sometimes become deluded—which will reduce its agility and often cause it to miss when attacking.

LOCATION: IMIL

Go through Bilibin Cave to reach the town of Imil. Once there, climb the set of steps on the eastern side of the frozen river and look for a snowman. Use Move to push the snowman onto the ice, then cross to the west side of the river. Follow the arrow on the map to the right and slide into the frozen waterfall's gap. Fever is waiting for you inside—it will join your party without hesitation.

7 Fizz

TYPE: Mercury **ELEMENT:** Water

HP	EP	Attack	Defense	Agility	Luck
+9	+4	0	+3	0	0

SPECIAL POWER:
Restore some HP to a single character.

Use Fizz to restore large amounts of HP to a single character. Don't wait too long to heal your party members—if you delay, they may fall in battle before you can come to their aid.

LOCATION: MERCURY LIGHTHOUSE

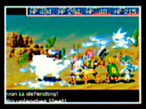
Since Fizz is already joined to Mia, you don't have to worry about tracking it down or challenging it to a battle royal. Simply go to the Mercury Lighthouse north of Imil and help Mia through the first few rooms—your tasks consist of using the Move Psynergy to shift a pair of statues that are blocking her path and defeating a Lizardman in combat. Once Mia relents and joins your party, you'll be able to use Fizz like any other Djinni.

8 Sleet

TYPE: Mercury **ELEMENT:** Water

HP	EP	Attack	Defense	Agility	Luck
+12	0	+3	0	0	+1

SPECIAL POWER:
Damage a monster and drop its attack rating.



If you're being pummeled by a superior foe, you can even the odds with a little Sleet. The Djinni causes damage in addition to decreasing an enemy's attack rating sharply.

LOCATION: MERCURY LIGHTHOUSE

Near the end of Mercury Lighthouse you'll encounter a puzzle that requires you to push a water pipe. Once pushed, the pipe will create a powerful stream of water that reveals a secret door. Go through the door to find a room with five waterfalls, then walk into the middle waterfall to find Sleet's secret hiding place. You must defeat the Djinni in battle before it will join your party.

9 Zephyr

TYPE: Jupiter **ELEMENT:** Wind

HP	EP	Attack	Defense	Agility	Luck
+11	+3	0	0	+2	+1

SPECIAL POWER:
Boost your entire party's agility rating.

An agile party is a happy party. Characters with high agility ratings act first in battle and dodge more enemy attacks than those without. Use Zephyr to send your entire party's agility through the roof.

LOCATION: FUCHIN TEMPLE CAVE

After the master of Fuchin Temple gives you permission to enter the cave under the waterfall, go inside and look around. You'll see a log on your left and a door on your right. You must wind your way through the cave until you reach the log, then roll it across the water and enter the door—which leads to Zephyr. Defeat the Djinni in combat to have it join your party.

10 Quartz

TYPE: Venus **ELEMENT:** Earth

HP	EP	Attack	Defense	Agility	Luck
+10	+3	0	0	+3	0

SPECIAL POWER:
Revive a downed ally.

If a party member falls in battle, you can revive him or her by using Quartz. The power is not a sure bet, however. Some party members will remain downed the first time you attempt to revive them.

LOCATION: MOGALL FOREST

Quartz is located in a section of Mogall Forest with a river, three rolling logs, two hollow tree stumps, a wooden bridge and a moveable rock. You can see Quartz in the southwest corner of the screen once you enter the area. To reach the Djinni, use Move to shift the rock, then roll logs until you clear a path to the south. Once you have an open route, walk along the riverbank until you reach Quartz. You must prove your worth on the battlefield before it will join your party.

11 Mist

TYPE: Mercury **ELEMENT:** Water

HP	EP	Attack	Defense	Agility	Luck
+11	0	+4	0	0	0

SPECIAL POWER:
Cause damage and sleep in a single foe.

Though Mist always causes damage to its intended targets, it sends them to slumberland only around 75% of the time. Sleep, when effective, lasts anywhere from one to three turns.

LOCATION: XIAN

Enter the town of Xian and look for a pair of doors on the lower level of the town, underneath the training center. A young woman will be carrying a bucket of water from the river to the doors. Stand in front of the right-hand doorway, face south and speak to her when she reaches your position. Your conversation will cause her to spill the water and run away. Use Frost on the puddle to create an ice pillar, walk up the stairs, use the ice pillar to jump west and then walk south to find Mist. It will happily join your party when asked.

12 Corona

TYPE: Mars **ELEMENT:** Fire

HP	EP	Attack	Defense	Agility	Luck
+12	+3	0	+3	0	+1

SPECIAL POWER:

Boost your entire party's defense rating.

Corona's special power is great if used right away, but unnecessary for most battles. Keep the statistical bonuses intact and call out Corona only during a difficult boss battle.

LOCATION: OVERWORLD (NORTH OF XIAN)

Leave the peaceful town of Xian and trek north until you come to a wooden bridge that leads to a small, round island. Cross the bridge and walk around the island until Corona appears and challenges you to a fight. Defeat the Mars Djinni to claim it as your own. If Corona flees before you can down it, leave the island and return to make it appear again.

13 Spritz

TYPE: Mercury **ELEMENT:** Water

HP	EP	Attack	Defense	Agility	Luck
+8	+4	0	0	+3	0

SPECIAL POWER:

Restore some HP to your entire party.

The special power of Spritz is incredibly handy, especially when fighting a difficult enemy. Though Mia will do well with Mercury Djinn, you might consider giving Spritz to a character with higher agility so it can heal at the beginning of your turn.

LOCATION: ALTIN

Spritz is located deep inside the flooded mines of Altin, but you must first drain enough water to use the entrance at the base of the town. Once you do, use the bottom entrance and make your way through the mines until you find a room with a mine cart. The cart is situated on a ledge near a stone column and a puddle of water. Use Move to shift the pillar west then use Frost on the puddle. Climb the nearby ladder and press the switch under the red arrow to change the direction of the mine cart track, then use the column and pillar to jump to the cart. Ride the cart over two gaps to the ledge where Spritz is residing, then get ready for a fight.

14 Smog

TYPE: Jupiter **ELEMENT:** Wind

HP	EP	Attack	Defense	Agility	Luck
+9	0	+3	0	0	0

SPECIAL POWER:

Cause damage and delusion in a single enemy.

Smog's power is identical to that of Fever, except that Smog causes delusions with heavy smoke instead of fiery heat. Though Smog always causes damage, delusion will take hold only some of the time.

LOCATION: LAMAKAN DESERT

Lamakan Desert is divided into four main areas, and Smog is located in the second one. Though all four areas look very similar, you'll know you've reached the second area when the screen turns black for a split-second before displaying the new location. Once you reach the new area, walk north. You'll find two stone circles as you do. Once you reach the second circle, walk west until you find a pair of conjoined stone circles. Use Reveal on the left-hand circle to find Smog, which will join your party without any trouble.

15 Vine

TYPE: Venus **ELEMENT:** Earth

HP	EP	Attack	Defense	Agility	Luck
+12	+4	0	+3	0	+1

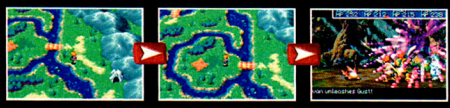
SPECIAL POWER:

Drop a single foe's agility rating by tangling it in vines.

While Vine can sharply lower an enemy's agility rating, it does not cause any damage in the process. Vine has one of the weakest special powers of any Djinni, and should be called out only during a lengthy boss battle.

LOCATION: OVERWORLD (EAST OF KALAY)

Vine is the second of three Djinn that are hidden in the overworld (four if you count the first Djinni, Flint). To find the new Venus Djinni, leave the Lamakan Desert and walk west until you see a small island surrounded by a river—the island is located just east of the town of Kalay. Cross the bridge to the island and walk in circles until you are attacked by Vine. Once you defeat the Djinni, it will throw its lot in with your party.



16 Sap

TYPE: Venus **ELEMENT:** Earth

HP	EP	Attack	Defense	Agility	Luck
+10	0	+3	0	0	+1

SPECIAL POWER:

Steal HP from an enemy and return a portion to the Djinni's user.

Sap possesses one of the best special powers in the game. When used in battle, the Djinni inflicts a large amount of damage on your enemy and then heals your character to boot. Wait until your HP is diminished to call on Sap.

LOCATION: VAULT

Once you've cleared the Lamakan Desert, return north to track down a pair of Djinn that were previously inaccessible. The first of the Djinn, Sap, is in the town of Vault. Enter Vault and ring the bell on the wooden watchtower to scare the Djinni from its hiding place, then walk to the stone circle near the dog and use Reveal to find a hidden passage. Climb down the passage and make your way through the caves underneath Vault, where you must clear a series of puzzles by using flaming pillars. When you encounter such a pillar, it must be pushed onto the base with a picture of a flame. One such puzzle requires you to push the fiery pillars while dripping water threatens to extinguish them, so work fast. Once you clear the caves, you'll emerge right next to Sap—which will join up without a fight.

17 Kite

TYPE: Jupiter **ELEMENT:** Wind

HP	EP	Attack	Defense	Agility	Luck
+8	+4	0	0	+3	0

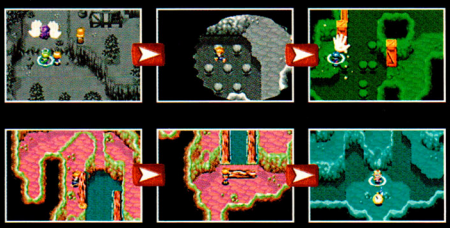
SPECIAL POWER:

Allow a single party member to attack twice on the next turn.

Kite lets a party member attack twice in the same turn. Since you won't gain the second attack until the current turn is finished and a new turn has begun, a bit of advanced planning will be required.

LOCATION: VALE CAVE

Walk to Kraden's house on the western side of Vale and look for a large, round rock. Use Lift to move the rock and gain passage to Vale Cave, a map of which is shown to the left. Use Reveal on the ring of stones to find a hidden rock, then jump on the rock and head west. Use Move to push the wooden crate into the water, then jump on the submerged box to reach the log in the northeastern corner of the cave. Roll east on the log and go through the nearby door, then follow the path until you reach a pair of logs. Push the logs into the water below, then return to the cave's entrance and take the right-hand door. You'll emerge in a room with the two logs you pushed earlier. Push another log across the first two to create a bridge, then walk north until you come to a chest with the Halt Gem inside. Equip the gem, then use Halt to stop Kite from moving and add it to your party.



18 Scorch

TYPE: Mars **ELEMENT:** Fire

HP	EP	Attack	Defense	Agility	Luck
+8	0	+3	0	0	0

SPECIAL POWER:

Damage and stun a single opponent with a blast attack.

Scorch's powerful fire attack can leave your enemy stunned and immobile for a number of turns. While it always causes damage, the stun is successful only some of the time.

LOCATION: KALAY

Go to the town of Kalay and look for a stone building to the right of a pair of water fountains. Walk up the building's steps and jump east to a small embankment with a statue, then use Move to shift the statue and reveal a door that leads to a network of tunnels underneath Kalay. Look for a stone statue near a waterfall, then push the statue in front of the fall to block the water and reveal a ladder. Climb down the ladder to reach Scorch, which will immediately join your party.

19 Ground

TYPE: Venus **ELEMENT:** Earth

HP	EP	Attack	Defense	Agility	Luck
+9	+3	0	0	+3	0

SPECIAL POWER:
Use gravity to stop the attacks of a single foe for one turn.

Behold the power of physics! Ground's special power uses gravity to bolt a monster to the ground—rendering it unable to move for a single turn.

LOCATION: KALAY DOCKS

After you sail the ship from the Kalay Docks to Tolbi, leave the city and walk west around the lake. You'll end up at the Kalay Docks, but you'll be able to access it from the northern side. The Djinni Ground will be waiting for you as soon as you enter the docks, and it will join your cause without a struggle.

20 Hail

TYPE: Mercury **ELEMENT:** Water

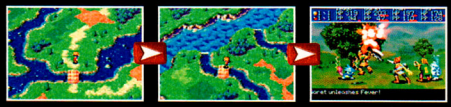
HP	EP	Attack	Defense	Agility	Luck
+9	0	+4	0	0	+1

SPECIAL POWER:
Damage a single enemy and drop its defense rating.

Freeze a foe with the power of Hail. In addition to causing a large amount of damage, the attack will also severely drop your enemy's defense rating.

LOCATION: OVERWORLD (WEST OF TOLBI)

The final overworld Djinni is located on the outskirts of Tolbi. Leave the large city and head west, then walk north across the first bridge you see. Continue walking north until you can go no farther, then take a second bridge to the south. Walk around the new area until Hail appears and tests your party's mettle. Check the map on page 117 if you're having trouble finding any of the overworld Djinn.



21 Ember

TYPE: Mars **ELEMENT:** Fire

HP	EP	Attack	Defense	Agility	Luck
+9	+4	0	+2	+2	0

SPECIAL POWER:
Restore some PP to your entire party.

Depending on your battle strategy, you'll use Ember either almost every turn or so infrequently that it's not worth mentioning. Ember adds a lot to the stats of its user, so leaving it on Set and simply using Psy Crystals or inns to restore your PP is often a better strategy.

LOCATION: TOLBI

Look for a small green plant south of the Tolbi inn. Use Growth on the plant to create a vine, then climb the vine and use Frost on the nearby puddle to create an ice pillar. Go back up the stairs to the inn, jump on the pillar and then jump east. Walk a few steps to the north to find Ember, which will join you willingly.

22 Squall

TYPE: Jupiter **ELEMENT:** Wind

HP	EP	Attack	Defense	Agility	Luck
+10	0	+5	0	0	0

SPECIAL POWER:
Damage and paralyze a single foe.

Squall's power is very similar to that of Scorch. You will always hurt your foe, but it will sometimes be able to shake off the paralysis—so don't depend on it too much.

LOCATION: ALTMILLER CAVE

You'll find a room with three fallen columns and a Jupiter Djinni deep inside Altmiller Cave. (A map of the room is located to the right.) Climb the stairs, then push the bottom- and left-hand columns. Next, use Frost on the puddle to create an ice pillar, then push the same columns again and create a path to the Djinni. Though Squall challenges you to a fight, it will run at the first sign of trouble—have four Venus Djinn on Standby so you can summon a powerful monster and take it out in one blow.

23 Tonic

TYPE: Mercury **ELEMENT:** Water

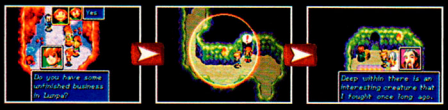
HP	EP	Attack	Defense	Agility	Luck
+8	+3	0	+2	0	+2

SPECIAL POWER:
Heal all party ailments.

Tonic's special power can remove stun, sleep, delusion and poison status—among others—from every member of your party. It's a Djinni with limited use, but it's very handy in the right situation.

LOCATION: LUNPA

After clearing Colosso and getting the Cloak Ball from Babi, return to the town of Lunpa and rescue the merchant Hammet from Lunpa Fortress. When you attempt to leave, a helpful fellow will offer to smuggle you out of town. Decline his offer by saying that you still have unfinished business, then return to the fortress and work your way back to Donpa's bedroom. He will give you Tonic as a reward for teaching his son a valuable lesson.



24 Flash

TYPE: Mars **ELEMENT:** Fire

HP	EP	Attack	Defense	Agility	Luck
+14	+3	0	+2	0	0

SPECIAL POWER:
Create a defensive barrier around the entire party for a single turn.

While Flash's power sounds similar to that of Granite, the Mars Djinni's ability is much more powerful. Even the most formidable enemy attack will cause only a few points of damage when the barrier is active. Flash is incredibly helpful during boss battles.

LOCATION: SUHALLA DESERT

Walk through Suhalla Desert until you come to a ladder carved into the face of a cliff. Just north of the ladder is a spot where two cliffs almost touch. Use Reveal at that point to expose a hidden pillar. Use the pillar to jump across the gap, then walk west until you come to another ladder. Climb down the ladder and walk south until you run into Flash. The Mars Djinni will put up a fierce struggle, so prepare your most powerful water-based attacks.

25 Dew

TYPE: Mercury **ELEMENT:** Water

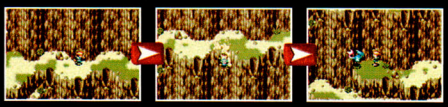
HP	EP	Attack	Defense	Agility	Luck
+13	+4	0	0	+4	0

SPECIAL POWER:
Revive a downed ally.

Dew performs the same function as the Venus Djinni Quartz—and like that Djinni, it's not always successful. If a comrade falls, try using both Dew and Quartz on him or her in the same turn. The combination will usually produce a successful result.

LOCATION: SUHALLA GATE

You'll find Suhalla Gate after leaving Suhalla Desert. (Don't be fooled by the name—the gate is actually a long cliff that connects two areas.) As you walk east, look for a series of small indentations in the cliff face. Slide down the third indentation from the left to land on a small rock where Dew is waiting for you. The startled Djinni will immediately challenge you to a fight.



26 Torch

TYPE: Mars **ELEMENT:** Fire

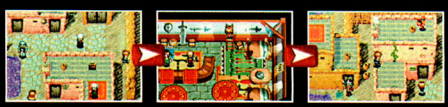
HP	EP	Attack	Defense	Agility	Luck
+9	0	+3	0	0	+1

SPECIAL POWER
Penetrate a single foe's defenses with a melting blast

The true power of Torch lies not in its attack—which is quite strong—but in its ability to inflict heavy damage no matter what status-enhancing items or Psynergy your enemy has used. Save Torch for the end of a battle, after your foe has built up his or her defenses.

LOCATION: LALIVERO

After entering the town of Lalivero, go into the weapons store and use the ladder at the rear of the shop to climb on the roof. Jump east to the wall that surrounds the city, then walk west around the wall until you reach the roof of a small, yellow building. Jump east to the pink building next door, then climb up a vine to find Torch. The fire Djinni, being a peaceful sort, will join your party without muss or fuss.



27 Luff

TYPE: Jupiter **ELEMENT:** Wind

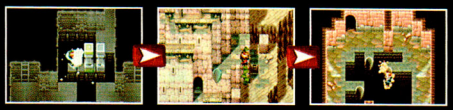
HP	EP	Attack	Defense	Agility	Luck
+11	+5	0	+2	0	+1

SPECIAL POWER:
Seal a single foe's Psynergy.

Cut a monster off at the knees by removing its ability to use Psynergy. The move has a fairly high success rate and usually blocks Psynergy for multiple turns.

LOCATION: BABI'S LIGHTHOUSE

Go to the entrance of Babi's Lighthouse (but don't go inside) and look for a pair of stone pillars. Go down the ladder next to the left-hand pillar and use Move on the stone column inside. Go back up the ladder and walk to the right-hand pillar, then push it out of the way and climb down the ladder. Use move on the second column, walk north, climb the ladder at the end of the hallway and use Growth on the plant. Next, climb the newly grown vine and slide down the indentation in the lighthouse face. Go through the nearby door and slide down the next indentation you see to find Luff. The Djinni will put up a fierce fight, so get ready to wallop it quickly.



28 Bane

TYPE: Venus **ELEMENT:** Earth

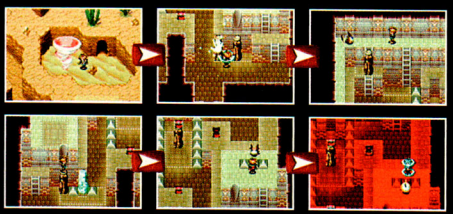
HP	EP	Attack	Defense	Agility	Luck
+12	0	+4	0	0	0

SPECIAL POWER:
Damage and poison a single enemy with nature's venom.

Bane's special power is an extremely potent attack that damages an enemy and leaves it poisoned to boot. The poison inflicts massive amounts of damage each turn, so you'll want to use Bane as early in the battle as possible.

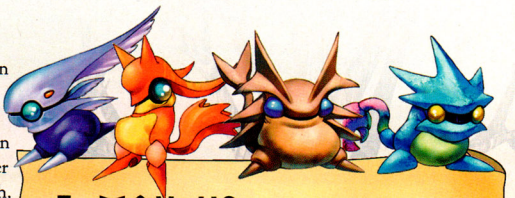
LOCATION: CROSSBONE ISLE

You could beat Golden Sun without ever seeing Crossbone Isle. The mysterious area is filled with mind-bending puzzles, fabulous weapons and armor and one of the most difficult bosses in the entire game—and you need the Carry, Catch, Cloak, Frost, Halt, Move and Reveal Psynergies to find everything. To reach the island, look for a pink tornado in Suhalla Desert. Once it picks you up, let it carry you away instead of dousing it like you did with the other whirlwinds. The tornado will deposit your party on the shore of Crossbone Isle. The Djinni is located in the island's sixth room—and just getting there is a challenge, since you must navigate five puzzle-filled rooms and defeat mighty monsters before you can enter the Djinn area. Build a strong party, summon your courage and take on Crossbone Isle once you've claimed the other Djinn for your own.



THE CRAFTY COLLECTOR

Here are a few more tips that every Djinni seeker should bear in mind. Collect Djinn as early as possible—they'll boost your stats and make the adventure easier. Also note that the above list of Djinn is shown in the order that you collect them, but since Golden Sun offers so much freedom of movement, you can tweak the order somewhat. (For example, you could collect the 18th Djinni, Scorch, at Kalay before grabbing the 15th and 16th Djinn in Vale and Vault.) And finally, pay close attention to whether your Djinn are on Set or Standby. Many Djinn that you must fight will run and force you to find them again, so have a few Djinn on Standby so you can summon a spirit in the first turn of a battle. Above all, remember the mantra of gamers everywhere: Save early and often!



E-MAIL US

Advance Wars? Harvest Moon? Starcraft 64? Even more Golden Sun? Let us know what you want to see covered in the next few months. Your general comments about Epic Center are always welcome, too.

epic@nintendo.com

Tom Clancy's RAINBOW SIX ROGUE SPEAR™

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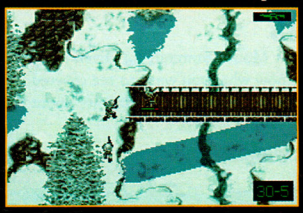
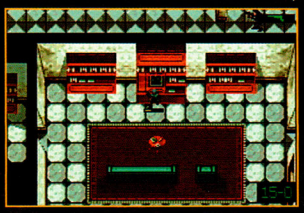
PREPARED TO NEUTRALIZE SOME TANGOS? THE UPCOMING CHAPTER OF THE RAINBOW SIX SERIES WILL PIT YOU AGAINST THE SUBVERSIVE TWERPS AND PUT THE FATE OF THE WORLD IN YOUR HANDS ONCE MORE, WITH A COOPERATIVE MODE ON GAME BOY ADVANCE THAT MIGHT BLOW THE DOORS OFF WHAT WE'VE SEEN FROM MULTIPLAYER PLAY IN THE PAST.

Tom Clancy's Rainbow Six introduced new worlds to the N64, both a shadowy world of international villains and a world of gaming that required thinking 20 times before shooting even once. Soon Ubi Soft will continue the saga in the yet-unrated Rogue Spear, with a story just for Game Boy Advance—only one reason to look forward to this thrilling Pak.

FROM TANGOS TO TOM CLANCY

Don't know what "tangos" are? Novelist Tom Clancy created the fictional counterterrorism team Rainbow to bust the baddies. According to its leader, John Clark—an ex-Navy SEAL who saw the world's ugly underbelly before leading his new crew—the end of the Cold War put a lot of madmen out of work. And they've all found new tango gigs backing up insane global/political agendas. The evil mastermind in the latest game remains to be seen, but you can bet his scheming involves a "Rogue Spear," a nuclear weapon that is not controlled by one of the world's major countries. Yikes.





THE COOL FACTOR: MULTIPLAYER

COOPERATIVE MODE

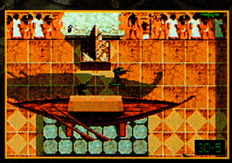
The coolest part of this Pak is a multiplayer mode that allows up to three players—connected with Game Boy Advance Game Link Cables—to play the mission as a team. In other words, if your team needs to neutralize three tangos on a balcony, one player can sneak upstairs to pop one from behind, another can shoot openly from the ground floor and a third can snipe from a long distance. You'll see one another only when in the same screen space. Truly covert game play.

ADVERSARIAL MODE

If you feel like switching sides and playing Rainbow agents against tango agents, or even indulging in a tango free-for-all fragfest, an Adversarial Mode is shaping up to be an intense experience for up to four players connected by the Game Boy Advance Game Link Cables. Again, the beauty of multiplayer is that players might be tracking each other in a huge complex, but they'll only hear footsteps growing louder and louder until they first see each other on screen. Major suspense.

AROUND THE WORLD IN 15 MISSIONS

While taking on the missions in multiplayer mode requires suspenseful verbal coordination—see our Bad Teamwork/Good Teamwork sidebars—single-player mode offers its own difficulties. Both modes follow the same story, one full of beautiful level design. We've gotten a briefing on where your globe-trotting will lead you, but the screen shots won't spoil the surprise.



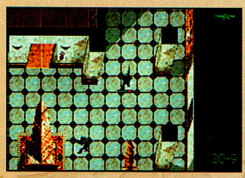
The first mission begins with a nail-biting hostage situation in a New York art museum with plenty of eye candy from an Egyptian exhibit. Small gallery rooms require fast action; huge galleries seem to demand sniper strategy.

A later mission sneaks the Rainbow team aboard an ocean vessel filled to the brim with tangos in numerous cramped bunk areas. Lots of crates and machinery aboard the ship offer crouch-and-shoot opportunities.

Another mission leads you into a snow-bound country—and many parts of the world get snow, so we're not giving anything away here—where you must navigate a snow-covered hedge maze to find an underground compound.

BAD TEAMWORK

In Cooperative Mode, you can't see your buddies if they're executing their parts of the mission in distant areas, so constant verbal communication can make or break a mission. On our first attempt, we broke our mission into a million pieces. Observe how not to communicate.

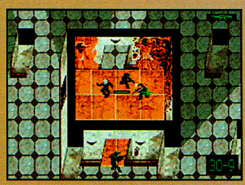


Goal: To rescue a hostage held by a tango in a small room within an art museum. What happened first: We didn't talk business and totally wandered off in separate directions.

STEVEN: "Uh, Dave. I think the hostage is over here."
DAVE: "What is this, an Egyptian exhibit?"
STEVEN: "Hey, dimwit. We don't have time for arty stuff."
DAVE: "What would happen if I shot up that obelisk?"
STEVEN: "Okay, that's total nonsense. See you later."
DAVE: "All right, I'm coming. Hey, where are you?"
STEVEN: "I think I'm above you. Maybe left of you?

What happened next: After lots of yelling at each other, we finally stumbled across each other. It wasn't a pretty scene, and Steven nearly wet his pants in absolute terror.

DAVE: "Are you near the Anubis frescoes?"
STEVEN: "I dunno. What does Anubis or frescoes mean?"
DAVE: "The dog-headed wall paintings, idiot."
STEVEN: "I'm near . . . wait, I hear bad guys coming. Footsteps!"
DAVE: "Hide for a while until I get there."
STEVEN: "I can't. He's right there. I'm shooting!"
DAVE: "Someone's shooting at me, too! Wait, it's you! Hold your fire!"



What finally happened: We found the hostage room but couldn't agree which of two doors to take and barged right on in separately. The results were predictably idiotic and game-ending.

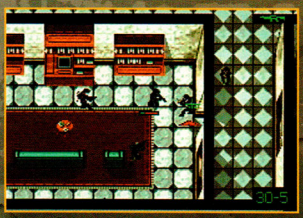
STEVEN: "The door's wide open down here. I'm going in."
DAVE: "There's another door up top. Come up here."
STEVEN: "I'm inside! There's a guy next to the hostage!"
DAVE: "Geez, don't panic. Get out of there. Retreat!"
STEVEN: "We can't retreat. He'll eliminate the hostage!"
DAVE: "All right, I'm coming in shooting!"
STEVEN: "I'm gone . . . and I think you mowed me down!"

CHARACTER CLASSES

Rogue Spear offers four character classes, each of which has important strengths that are useful in specific missions. While Assault operatives bring well-needed firepower to most missions, the others have their special uses.

ASSAULT OPERATIVE

Equipped with medium-armor, an assault rifle, pistol and tango-blinding flashbangs, the Assault operative is perfect for rushing into an enemy-occupied building and quickly rescuing hostages from an armed group of tangos. Assault operatives have also got strong health and speed, which makes them part of your frontline strategy.



DEMOLITION OPERATIVE

Protected by the strongest armor, the Demolition operative totes the most explosive power of the group, carrying frag grenades, a demolitions kit and a shotgun—along with a standard-issue pistol just in case. Ubi Soft suggests that the best use for the Demolition operative is to prop him up in the front of any team, because of his strong health and armor.

RECON OPERATIVE

The Recon (short for reconnaissance) operative possesses the high stealth and speed to go behind enemy lines and get the sneak peek at tango operations that are critical for planning a mission. Recon operatives are equipped with light armor, an electronics kit, a submachine gun and a pistol. His heartbeat sensor clues the team in on nearby tangos on the mission map.

SNIPER OPERATIVE

Plan to cover your back with the Sniper operative, who has high aiming and stealth skills. You'll be able to use a Sniper in external environments or buildings with large interiors to make the most of his very long-range shooting capability. Sniper operatives will be equipped with light armor, a pistol and, of course, their essential sniper rile.

BUILD THE PERFECT TEAM

Missions can succeed or fail based on whether you can assemble the perfect team. In every single-player mission, you choose a new set of four operatives and control the front one. Sounds like a good idea to take in at least one Assault guy, unless you've got mission orders not to shoot. And because the Recon operative carries that heartbeat sensor "radar," you should take him along on all missions, too. A team of four grenade-lobbing Demolition dudes? Big trouble.

SINGLE-PLAYER PRECISION

One player. Four operatives. How's that going to work? The game has unique team control. You'll directly maneuver the frontmost operative of the group, and the rest will either follow behind him or follow his individual orders. When he perishes, you'll assume control of the second-position operative. Whoever's leading the group has several important control options.

FOLLOW THE LEADER

Though your men are always on autopilot—firing when it's wise, sniping when necessary—they'll follow you in a line wherever you go. That's why Ubi Soft says you should put your Sniper in the rear, where they'll be protected from frontal assault and can watch your back.

LEAVE THEM BEHIND

Another method of team control is to disengage from the group and leave them standing where they are. The technique will be useful when scouting ahead to see what kind of threat is coming, rather than discovering it with a conga line in tow then making an unwieldy retreat.

SINGLE-OPERATIVE PLACEMENT

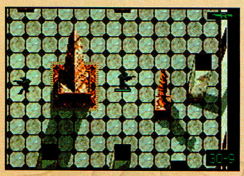
Once you've disengaged from the whole team, you can walk up to specific operatives and pick up just that one. Let's say you're an Assault guy and need another Assault operative to help you rush into a hostage situation. Pick up just the one—he'll follow you into the crisis situation.

TEAM PINPOINT PLACEMENT

Using the above techniques, you can spread out your operatives. Let's say you hear a tango ahead. You could drop your weak Recon guy off out of harm's way, position your Assault man close by, stick your Sniper at a vantage point, then draw the tango into your strategic spiderweb.

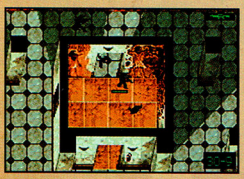
GOOD TEAMWORK

After our pathetic first attempt to rescue the hostage in Cooperative Mode, we played through a few more times and eventually realized that one person had to be the leader, taking feedback but ultimately calling all the shots clearly, coolly and descriptively. Eventually, we got our game down and won the day.



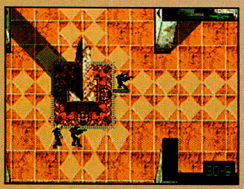
Mission: After six attempts, it's still to rescue a hostage held by a tango in a small room within an art museum. What happened first: Dave coordinated the move through the surrounding gallery.

DAVE: "Stay put until I give the go-code 'alpha.'"
STEVEN: "You scouting ahead? Okay, roger that. I'll stay at the obelisk."
DAVE: "We're clear. I'm coming back."
STEVEN: "Roger that."
DAVE: "Go alpha. Follow me through the gallery."
STEVEN: "I'm reloading my machine gun. Just in case it gets really ugly."
DAVE: "Good. There's the room. We enter via the bottom."



What happened next: Dave further discussed the room break-in strategy then followed through with great results, though Steven still nearly wet himself from the excitement.

DAVE: "Don't make noise. He'll eliminate his hostage."
STEVEN: "So no shots until he's in our sights."
DAVE: "We won't have time to both use manual targeting."
STEVEN: "I'll manual-target. You charge in."
DAVE: "Good plan. Okay, 3...2...1. Go!"
STEVEN: "I'm targeting, I'm targeting! Tango down?"
DAVE: "Yep, hold your fire. Hostage safe and sound."



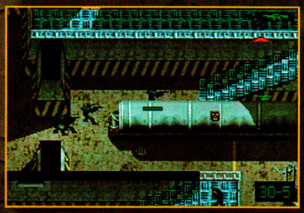
What finally happened: Steven secured the hostage and held back, slowly following Dave out to the extraction zone, which is jargon for where you take a hostage for release.

STEVEN: "I've picked him up. He's following me."
DAVE: "We're backtracking, but someone might have heard."
STEVEN: "You scout. We'll trail you from a distance."
DAVE: "Good thinking. Okay, this gallery's clear."
STEVEN: "Extraction point should be just ahead, right?"
DAVE: "There's the door! Mission completed. Hostage safe."

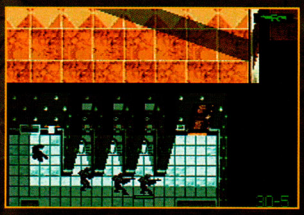
COMBAT ON THE SOUNDSCAPE

Sound is a critical part of the espionage-heavy Rainbow Six series, and Ubi Soft is planning on delivering the strategic component of game play to the Game Boy Advance, even saying that use of headphones will maximize the strategic experience. From what we've heard so far, it sounds like they're delivering the sonic suspense. We'll definitely be wearing headphones and turning up the volume to stay 10 steps ahead of tangos.

You hear enemies before you ever see them, and approaching footsteps clue you in to impending danger.



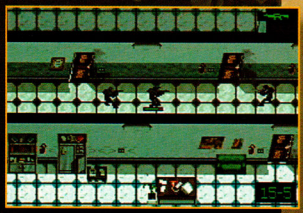
Footstep sounds aren't one-size-fits-all. On industrial walkways, incoming steps echo with a metallic twang.

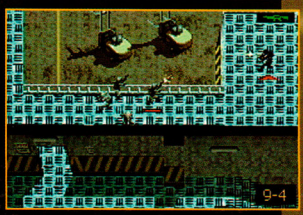


Ubi Soft layers ambient sounds as well, even tempting your stress-pressed bladder with dripping rest rooms.

INTENSE SUSPENSE

We can't wait until we can lead a few friends through all the missions when Rogue Spear is released in March. It's going to look odd to outsiders, seeing three frantic multiplayer operatives—plugged into their connected Game Boy Advance systems and headphones—suddenly breaking into heated discussion at the sound of approaching tango footsteps. Between that and an engaging single-player mode, this is one Pak to keep in your sights.





TALKING THE TALK

Rogue Spear is filled with Tom Clancy jargon from his covert world of secret missions. Ubi Soft armed us with some useful explanations.

ALPHA, BRAVO, CHARLIE AND DELTA
"Go-codes" used by a leader, chosen because they're easier to tell apart when heard.

BREACHING
Breaking into a room by blowing a door down. In Rogue Spear, it's done with a shotgun blast.

CLEARING
Describes a team action made to eliminate all the threats in a room.

COLLATERAL DAMAGE
Damage to the environment or other people that isn't necessary to achieve mission objectives.

CQB
Close-quarters battle—cramped indoor combat often involving hostage situations.

DEBRIEFING
A meeting after a mission in which team members find out how well or poorly they performed.

EXTRACTION ZONE
Where the team brings hostages to have them taken out of the dangerous situation safely.

HRT
Hostage rescue team. This is core to most Rainbow missions in Rogue Spear.

INSERTION ZONE
The spot where the team begins its mission, usually the most strategically sound spot to start.

KIT
The collection of items carried by an individual operative that allows him to complete objectives.

MURPHY, MURPHY!
Phrase the team uses when another team member is eliminated by friendly fire.

RECON MISSION
Short for "reconnaissance mission," in which operatives must not fire upon or be seen by the enemy.

ROSTER
The list of available operatives from which a team can be assembled.

SILENCER
An attachment for some weapons that reduces the loud bang heard when a bullet is fired.

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A sassy half-genie snaps her magic ponytail of justice in WayForward and Capcom's magical adventure for Game Boy Color.

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EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

SASHAY, SHANTAE

When the lady pirate Risky Boots, cutie-meanie of the seven seas, steals a steam engine to further her career, the fate of the world depends on one slightly underpowered half-genie named Shantae. The harem-pants-wearing hero has a lot of work to do in her huge adventure.

LET'S GET STARTED

The story starts with a cannonball smashing through Shantae's roof. As you guide Shantae to Scuttle Town, where she is employed as the town genie, you'll have to run and jump to avoid many more cannonballs before you meet up with Risky Boots.

Pirate Attack

The cannonballs' shadows show where the projectiles will land. Run or pause to avoid the attack.

Dock Block

As you get farther down the dock, the cannonballs will break holes in the dock. Jump over them.

Breakdown

At the end of the dock, the structure will begin to crumble. To run, hold down B as you move right.

Risky Boots Ahoy!

After you hit the green grass, a larger cannonball will land. Inside is the lady pirate, Risky Boots.

Lil' Pirates

Small pirates will emerge from big cannonballs and other places. Whip them with your ponytail.

Fire Pirates

In the flaming part of the city, the pirates will jump out of barrels to attack you. Whip them.

Sliding Steps

Time your jumps to move up the wall. Use the ledges on the upper left to reach the top of the wall.

Gettin' Steamy

Risky Boots makes off with the steam engine. Mimic, the engine's creator, asks Shantae to help.

Fighting Risky Boots

Run to the right, avoid the pirates, then board the pirate ship. You'll have two different types of battles to win, but no matter what you do, Risky Boots will get away. You can't save the game until after you've defeated Risky.

Hide and Whip

Avoid three cannonballs in a row by standing close to the door.

Hit The TNT

The door will open. Hit the pirates and the barrel of TNT 'til it blows.

Jumpy?

Pirates will try to throw TNT barrels at you. Jump up and hit them.

Blow Up Every Window

After you smack several barrels of TNT in a window, it will blow up. Destroy them all. Risky will appear to taunt you before leaving.

Scuttle Town

Shantae feels a little guilty about Risky's attack on Scuttle Town. She's the town Guardian Genie, but she hasn't told anyone that she's only half genie. She vows to take down Risky Boots, but first, she's got to suit up for battle in her hometown.

Bathhouse

Shantae can take a hot bath to rejuvenate her tired muscles and regain health.

Save Room

Visit the Save Room before you continue your journey to secure your position.

Item Shop

Fallen enemies drop gems. Use your wealth to purchase weapons and items.

Warp Squid Hut

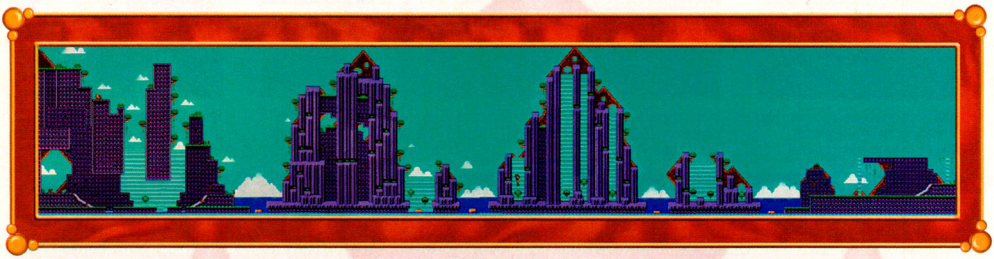
When you find baby squids, take them to the hut to earn the ability to warp.

Dance Your Way To Big Money

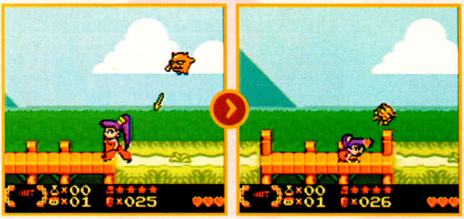
There are five difficulty levels of dances you can try in the Dance Parlor. You must hit the buttons at the right time in the rhythm game to earn gems. The higher levels are very difficult. Try for perfect scores on the lower levels to get big bonuses most easily.

Genie Journey

After you've earned gems and stocked up on items in Scuttle Town, head right from Scuttle Town's gates to start your journey to Water Town. The map below shows the difficult path through mountains and waterfalls, where you'll climb and descend.



Arrows from The Sky



The small round guys burst from the ground then hover in the air and toss arrows. You can run past them without incident if you time it correctly, or avoid the arrows then hit the enemies when they return to the ground.

In The Cornfield

The strange scarecrow creatures drop lots of gems and hearts. You can run past them if you wish.

Longer Life

Atop the high, white ruins, there is a jar that will add a heart to your health meter. You can't reach it yet.

Spiders

One-eyed spiders drop from the trees and shoot yellow balls of venom. You can whip them at any time.

Falling Snakes

Any area with holes in the wall will occasionally produce annoying little snakes. Crouch to whip them.

Getting Around

You'll need to run and jump to the ledges and plants to climb up and move down the mountains safely.

Water Logs

In between the mountains, you'll find small logs you can use to jump across the water.

Jump Across

Cross the mountain with multiple waterfalls at its top by jumping across the water.

Water Town

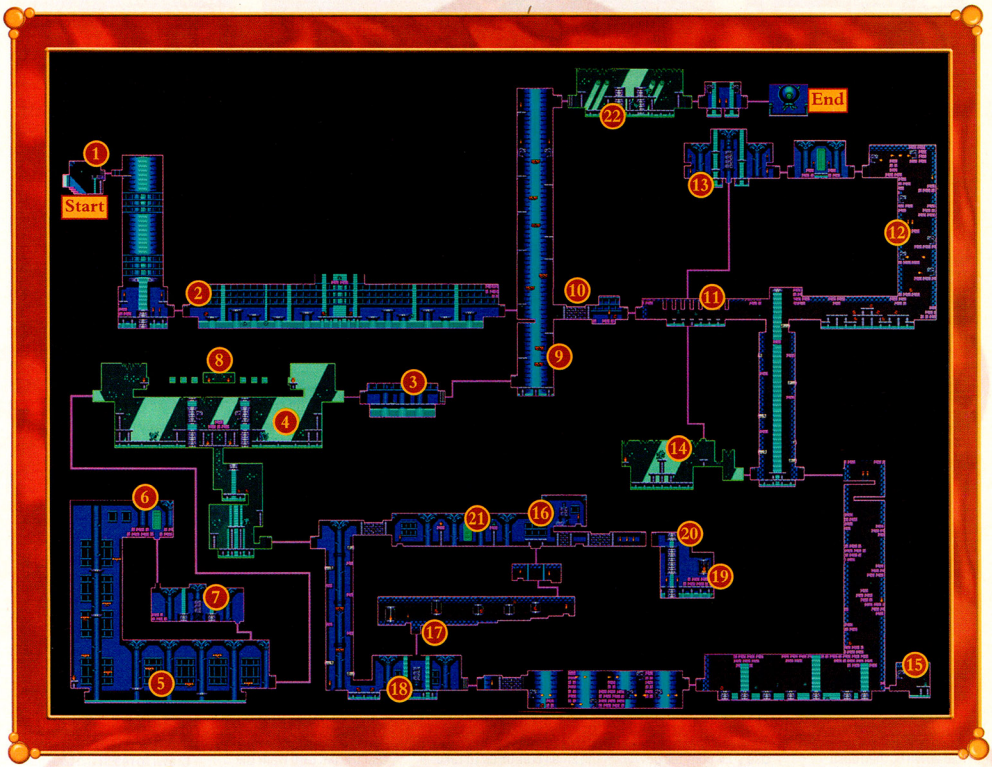
Once you reach Water Town, head to the Save Room to record your progress. Be sure to visit every room in town to learn more about your mission. When you visit the Firefly Shrine, you'll discover that you must try to collect 12 fireflies that come out only at night. In Bolo's Gazebo, you'll learn that you need to head to the strange fountain you passed on the way to Water Town. Bolo will meet you there, but you'll have to get back to the fountain on your own.

Bolo's Gazebo

Firefly Shrine

Fountain Fantasia

Leave Water Town and head left, back over the mountains, taking a slightly different path dictated by the cliffs and ledges. Bolo will open the fountain for you. You might want to visit the save point left of the fountain before you start the level.



Getting In

Smack the grill in the upper right of the first room to make your way into the fountain.

Don't Get All Wet!

Attack the little round enemy before you reach the first platform or after you're already there. Blue enemies will pop up out of the water. Smack them with your hair or wait until they return to the water to continue.

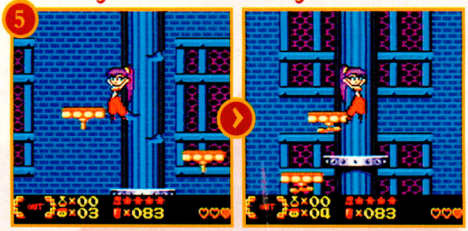
Water Creature

Attack the watery creature with your ponytail as quickly as you can. If you're fast enough, it won't attack.

Monster Smash

More monsters await you, and your ponytail is more than up to the task. Work quickly to stay safe.

Moving Platform Challenge



Jump atop the first moving platform, then jump to the next when you're close enough, and so on. Make your way left, then up to reach the next area. If you fall in the water, you'll lose a life—time your jumps well.

Symbolism

Study the pattern on the panel and memorize it. You'll need to use the information in the next area.

Change The Pattern

Hit the three stone plates until they match the pattern you memorized from area 6. Stand and crouch on the stone fountain to hit only the blocks you need to hit.

Crawl Space

On your way back with the key, check out the crawl space, home to many gems.

Shocking!

Avoid the shock platforms when they're open and active.

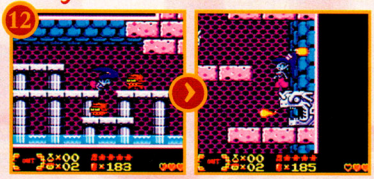
Keyed Up

Halfway up the tunnel, you'll see a door on the right you can open with the key.

Mad Dash

Hold down B, then dash across the tiny platforms. You can't jump across.

Big and Little Baddies



Use your ponytail power on the small creatures to take them out. The fire-breathers must be avoided at all costs. Timing is the key yet again.

Move Stones

Use the pattern from the room adjacent to 13 to unlock a key. Follow it down.

Key Beast

Crawl to reach the blue monster, battle it to pick up a key, then crawl back.

Warp Squid

Crawl right to enter a secret room that contains a baby Warp Squid.

Move It!

Hit the top plate so it falls left, then push it through the hole under the table.

Push It Good

Continue pushing the block through several areas and down several holes.

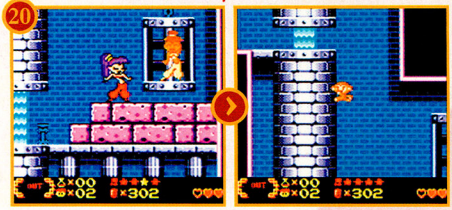
Remember?

Repeat the pattern seen on the plates near number 21 on the blocks to get a key.

The Genie

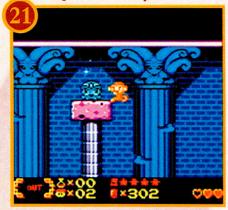
Go up and around to reach the imprisoned genie who will be very grateful.

20 Learn The Monkey Dance



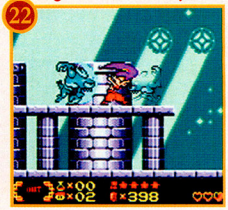
The genie will teach you a dance that allows you to turn into a monkey. Hit Select to start the beat, then perform one move of the dance every time the note and the first star light up. Use your monkey powers to leave.

21 Squid Baby



Monkeys can jump higher and climb better than half-genies can. Pick up the squid, then continue left and up.

22 Fight Two Guys



Try to corner the water creatures so you can attack them at the same time. Defeat them to continue.

The Eye Has It NP

The monster guarding the fountain's ancient relic, the Dribble Stone, is very tough. Practice your dance before you enter—you'll need to know it very well, or you'll be all washed up! Repeat the steps below to defeat the monster.

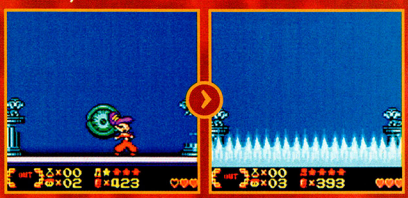
Hit The Eyeball

When the sea creature stops, whack its eye with your hair. Don't hit it with anything else!

Eye Line

The creature will disappear briefly then roll along the bottom. Jump over its eye.

Monkey Shines



When the creature turns into the eyeball above, quickly turn into the monkey then climb the wall to avoid the rising water. Drop back to the ground and change to Shantae to continue the fight.

Fighting Fashion

After you defeat the sea creature, you need to reach Oasis Town, which is left of Scuttle Town. However, while you're still close to Water Town, you might want to return to the city and buy some of its famous goods before you set off for the desert.

Fighter's Boot

Save up 300 gems to buy the Fighter's Boot, which gives Shantae an upward kick. Double-tap Up to perform the Spin Kick.

Fighter's Sash

The Fighter's Sash gives Shantae a spinning attack that works only if she has the boot, too.

In-genie-ous

Many brilliant adventures await players savvy enough to pick up this Pak. Shantae dances her way through dozens of clever puzzles and difficult dungeons on her enemy-laden journey to defeat Risky Boots. Developer WayForward (Wendy: Every Witch Way) proves that great things can come in GBC packages with this enormous, challenging, complex and entertaining game.

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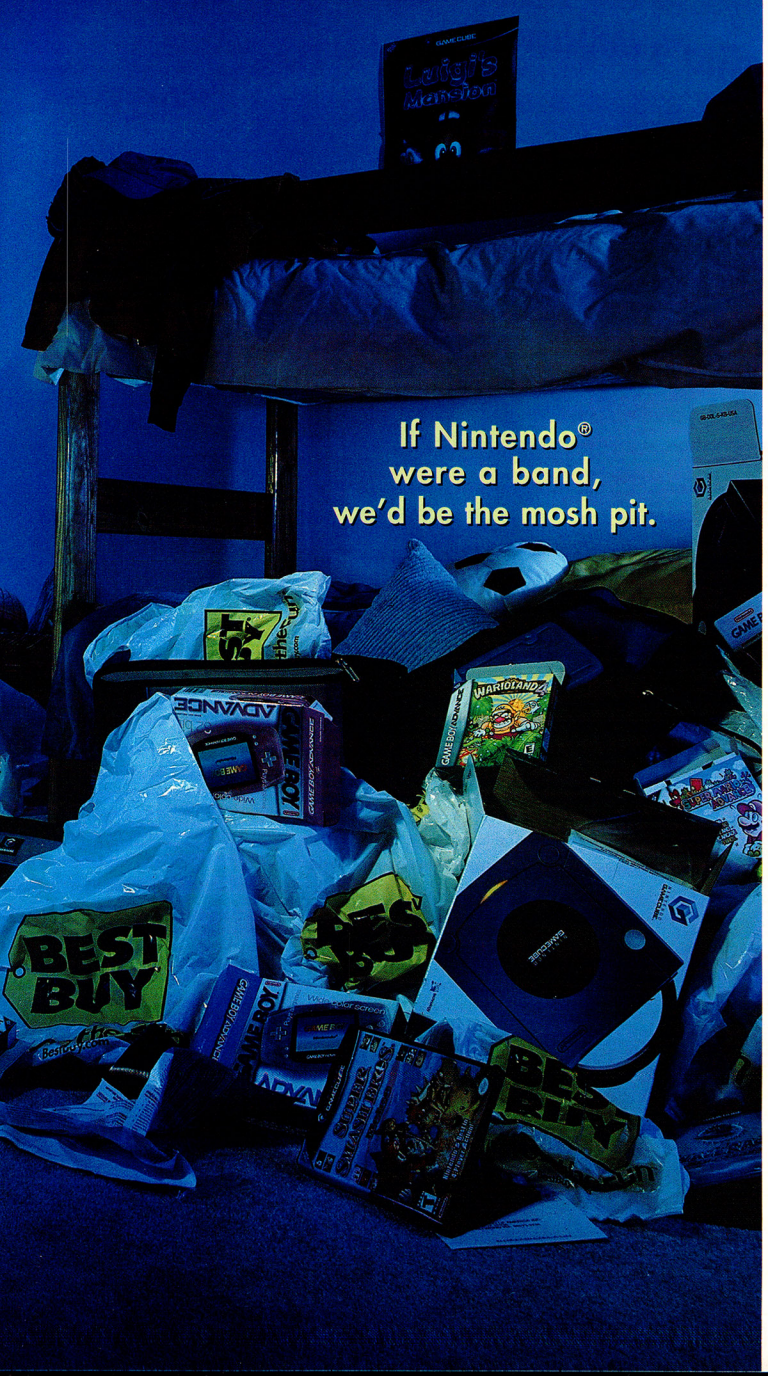

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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

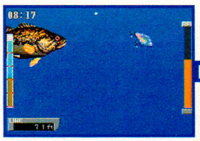
TITLE WAVE

ESPN GREAT OUTDOOR GAMES: BASS 2002
INSPECTOR GADGET: ADVANCE MISSION
MONSTERS, INC.
NBA JAM 2002
PLANET MONSTERS
SALT LAKE 2002
SHEEP
RESIDENT EVIL GAIDEN
YU-GI-OH! DUEL MONSTERS: DARK DUEL STORY

EVERYONE
E
CONTENT RATED BY ESRB

ESPN GREAT OUTDOOR GAMES: BASS 2002

You can pull in a trophy or talk about the one that got away when you hook up with ESPN Great Outdoor Games: Bass 2002 from Konami. When you get the right mix of locations, lures and trolling techniques down, you can bring in the bass by the boatload. Practice with Free Fishing Mode, then take on a tournament or challenge another Bass 2002 player to a linked match using a GBA Game Link Cable, two GBAs and two Game Paks.



The travel diagram for each lure shows you the lure's optimal movement pattern. With the right moves, you can match the pattern, build up the APL meter and make the lure attractive to fish. When the fish takes the bait, you can reel it in with the right A Button finesse.

POWER PLAY

The only way to catch the big fish is to use the right lures at the right locations. Experiment with different combinations and tune as you go. Before you know it, you'll have a Live Well full of catches.

You can select any fishing location from the start in Free Fishing Mode. You'll start at a preset location in Tournament Mode. If you want to move, pause the game and choose the Move Location selection.

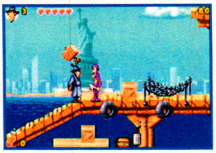
Casting is quick and easy. Press the A Button once to pull back and start the power meter. When the power meter reaches the desired strength, press A again to send the lure flying.

You can change lures before you cast your line. Press the B Button to bring up a rotating list of lures. Lure selection is crucial. As you look at each lure, study its travel diagram for movement pointers.

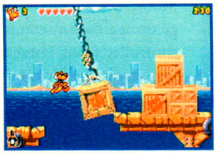
EVERYONE E — Mild Violence — CONTENT RATED BY ESRB

INSPECTOR GADGET: ADVANCE MISSION

When Dr. Claw hatches an evil plan, there's only one thing to do—call on Inspector Gadget and his team of crime stoppers. The insidious doctor has placed Mad machines in five locations worldwide. It's up to you to take Inspector Gadget, Penny and Brain on the road for some side-scrolling, Mad-smashing action to stop Claw's plans.

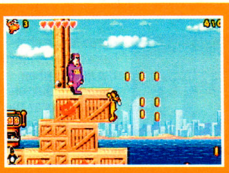


Of the three playable characters, Inspector Gadget is the one most capable of clearing away enemies. Tap B to smash them.



Inspector Gadget's dog, Brain, is the best jumper of the traveling trio. He can fly high and go far with his double jump.

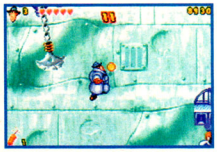
When you drop into the water, you'll want to switch to Penny. She can swim and dive for buried coins and treasure.



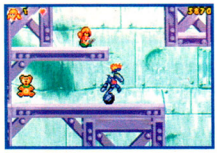
POWER PLAY

When you need to reach a high ledge, Brain should be your character of choice. Switch to the dog and double-jump. If he reaches the edge of the ledge, he'll grab onto it and hang until you instruct him to pull himself up.

Mad agents won't fight you if you wear a disguise. Brain can walk among them as a penguin, but the penguin can't jump.



Some items give you special one-shot abilities. In the Statue of Liberty, for example, a special item will allow you to float up.



Penny can use her computer to control some of Dr. Claw's inventions, like a robot that can blast through a barrier.

EVERYONE E — CONTENT RATED BY ESRB

MONSTERS, INC.

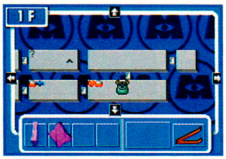
Sulley, the scary but lovable monster, has popped out of the closet and turned up on Game Boy Advance. Monsters, Inc. from THQ follows Sulley as he searches five areas of Monstropolis for his young charge, Boo, and looks for the pieces of Boo's door. Once he finds all of the pieces, he'll be able to take Boo home. It's Monstropolis-searching fun with lots of items and settings.

POWER PLAY

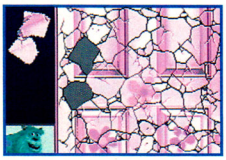
When you uncover the bonus level warp, you can ski the Himalayas and collect a lot of candy on the way down. If you manage to find the snow vehicles that are hidden in Monstropolis, you can use them when you head for the slopes.

Use your roar attack and laugh launcher to stun the agents of the CDI. They won't go away, but they will leave you alone for a few moments.

Randall attacks with ice crystals. Smash the crystals with your roar attack, then send roars and laughs in Randall's direction.



You can view a map of the current area by pressing the Select Button. Candy, door pieces and other items are shown in every room that contains them.



You'll use the door pieces that you have collected to reconstruct Boo's door. Rotate the pieces using the L and R Buttons and place them into the holes.

EVERYONE
E
CONTENT RATED BY
ESRB

NBA JAM 2002

Game Boy Advance is on fire with the blazing-hot acrobatic action of NBA Jam 2002 from Acclaim Sports. The two-on-two action, featuring six selectable players from every NBA team, includes full season play, play-offs and Head-to-Head Mode, which allows you to go up against any computer-controlled team. Three other play modes add variety and more rim-rattling fun.

POWER PLAY

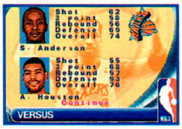
The ball changes hands a lot in NBA Jam 2002. You can be the recipient of an errant pass or bad shot from computer-controlled opponents if you stay focused. When the ball is in the air, press the B Button to pull it in.

You can execute a dunk with a tap of the A Button. If you're shooting from downtown, hold the button momentarily, then release.

If you want your computer-controlled opponent to shoot as soon as he receives your pass, press Up on the Control Pad as you release the ball.

Horse Mode challenges you to match the moves of an opponent. Button instructions at the bottom of the screen will help you jam it.

NBA Jam 2002 includes the home courts for every NBA team, along with two cement courts: on the beach and on the street.



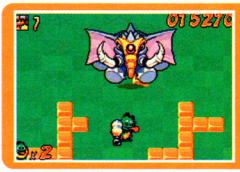
Players rate in four skills categories and carry an overall rating. You can select your players at the beginning of every quarter.

In Jam Mode, the court will have hot spots and power-ups. You can enhance your player's abilities by finding power-up icons.

EVERYONE
E
CONTENT RATED BY
ESRB

PLANET MONSTERS

A comet has collided with the sun, and humans have mutated into wacky block-kicking monsters in Planet Monsters from Titus. The post-apocalypse has never been more cheerful than in this puzzle-oriented action game. Take on mutant human opponents and more dangerous enemies in eight worlds and more than 40 levels. The last mutant standing wins.

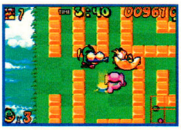


POWER PLAY

A mutant elephant leads the England levels. The boss will produce smaller elephants and attack you with its trumpet blast. Use your paint gun to turn the offspring into blocks, then kick the blocks in the boss's direction.

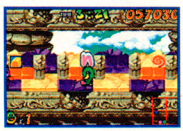
The radar in the lower-right corner of the screen shows the basic location of your opponents. Find them, then hit them with blocks.

The only way to knock opponents out of the arena is to hit them with blocks. Cut off their routes and set them up for a block barrage.



Power-ups give you special abilities. Clocks freeze all enemies. Guns stun their targets and springs allow you to jump over gaps.

You'll walk the rainbow road from one world to the next. There are eight worlds in all, each with five regular levels and a boss level.



When you find all of the letters that spell MONSTERS then beat the boss, you'll earn a chance to continue after all of your lives are gone.

The only way that your fellow combatants can hurt you is with blocks. Other level enemies can hurt you with direct contact.

EVERYONE

E

CONTENT RATED BY ESRB

SALT LAKE 2002

The torch has been lit and the games are about to begin. Ubi Soft's Salt Lake 2002 takes you to the Winter Olympics for six gold medal events. Up to four players can compete with no additional GBAs or Game Link Cables required.

Wait for the wind to blow with you before you take off in the ski jumping event, and stay centered when you're in the air.

You don't need full power to get the stone close to the tee in curling. Send it out at about 75% and let your sweepers do the rest.

With good timing, you can build the power meter at the start of the downhill skiing event and fly to the goal at top speed.

POWER PLAY

In both slalom events, an arrow will point you in the direction of the next gate. Follow it carefully or face disqualification. A few bad turns will send you packing.

Balance is everything in the two-man bobsleigh event. Watch the racing line indicator and keep the dot in the center of the ring.

It's easy to let one miss in the snowboard slalom snowball into a succession of misses. Slow down and correct your path.

The key to success in the skiing slalom is control. Build up speed if you can, but not so much that you miss gates.

EVERYONE

E

CONTENT RATED BY ESRB

SHEEP

When players discover how much fun Capcom's latest action-puzzle game can be, they will flock to Sheep for Game Boy Advance. As a sheepdog, your job is to herd your stock across the field to the goal. On your way, you'll deal with obstacles and enemies and collect a lot of useful items. The more sheep you can lead to the goal in the time allotted, the better your score will be.

POWER PLAY

You'll find two types of items that help you attract sheep. When you place candy on the ground, sheep will flock to that location. When you carry a boom box, sheep will move to the music and follow you until the tune ends.

Obstacles often block your way to the goal. You'll have to find your way around them or find spring pads and jump over them.

When you get close to a sheep and press the A Button, you can pick it up and carry it. You'll find that it's the only way to take a sheep over a grate.

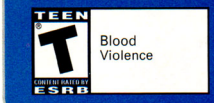
When you pause the game, you can look at a map and learn the location of any stray sheep in the area. You can also look at sheep status.

Tractors, electric fences and other farm hazards can thin out your flock. Avoid the hazards or find a way to turn them off.

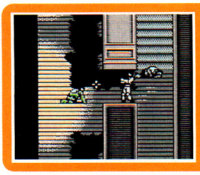
If you collect all of the golden sheep over the course of several levels, you'll jump into a flock-building bonus stage.

The several types of sheep vary in their willingness to cooperate with you. If you lead more independent sheep, you'll earn bonus points.

RESIDENT EVIL GAIDEN

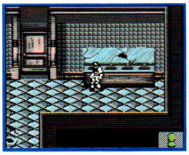


In the first of a wave of Resident Evil games to be released for Nintendo systems over the next several years, bio-organic weapons have taken over a cruise ship. Capcom's Resident Evil Gaiden for Game Boy Color focuses on operative Barry Burton's attempts to thwart the evil plans of the Umbrella corporation and their army of zombies. The game features tension-building zombie encounters and a targeting system that tests your aim and timing.



POWER PLAY

When facing an enemy from a distance, press and hold the B Button and use the Control Pad to move a reticle so that it covers your target. When you release the button, combat will begin.



You never know where you'll find a helpful item. When the green alert icon appears, search the objects around you to discover a clue, a weapon, an herb or ammo.

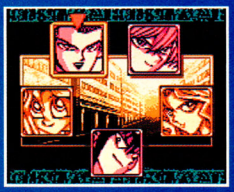
During combat, a targeting icon moves to the left and right. When the icon covers your target, press the A Button to score a hit. A dead-on hit causes more damage.

When a zombie grabs you, use the Control Pad to wriggle out of its grasp. If you move quickly, the zombie will take several steps back and give you room to move.

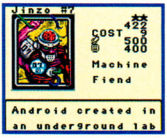
Press the Start Button to bring up a map of the immediate area and a description of your current objective. Return to the action and continue your quest.

When you press the Select Button, an interface screen will display your current health status and your inventory of items, weapons and ammunition.

YU-GI-OH! DUEL MONSTERS: DARK DUEL STORY

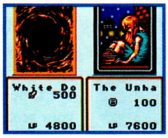


Japanese sensation Yu-Gi-Oh! makes its U.S. debut with a monster-packed GBC card game battler from Konami. Collect cards and construct a winning deck, then join a tournament or go head-to-head with another player using a Game Boy Game Link Cable connection. Battles between duelists involve monster clashes and the use of traps and direct magic.



Before you begin every battle, it's important to look at the strengths of the cards in your deck.

You can put one monster onto the battlefield per turn and set it to attack or defend.



When opposing monsters meet, their Attack and Defense factors determine the outcome.

After you clear away the opposing duelist's monsters, you can attack the duelist directly.

Bring out monsters with high Defense factors from the start to establish a strong front line.

To the victor come the spoils. In this case, you will earn cards and card parts.

When you win a card, examine it closely and decide how best to use it in your next duel.

When you collect card parts, you can put together cards and build a better deck.

POWER PLAY

If two monsters possess identical Attack and Defense factors, the winner is determined through alignment. You'll have to know alignment relationships to make the right moves.

EVERYONE E CONTENT RATED BY ESRB — MILD VIOLENCE

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ARENA

ARE YOU GAME?

CHALLENGE

If you're a plucky Pikmin fan, you'll give a green thumbs-up to this month's Arena Challenge. Blast off for Pikmin's Challenge Mode, then set down in the Distant Spring to spend a full day of beastie battling and Pikmin picking. The area features two puffstools and a pearly clamclamp, so you can easily harvest a bumper crop of 110 Pikmin. To reach the pearl, you must build two bridges. You'll need blue Pikmin to build one of the bridges, so work on boosting your blue team so it can quickly unroll the walkway leading to the valuable pearl. If you manage to crank out a large population of Pikmin in the Distant Spring, snap a photo of your Challenge Mode score and send it in to qualify for Arena. The top five qualifiers will win a Nintendo Power T-shirt and a spot on the Arena Scoreboard.

PIKMIN

PIKMIN'S CHALLENGE MODE

STRENGTH IN NUMBERS

THE DISTANT SPRING

CAUTION: TWISTED CHALLENGES AHEAD

Keep sending us the craziest and toughest gaming challenges you can think of—maybe you'll see your Twisted Challenge in Arena. We'll send you a Nintendo Power T-shirt if we print your suggestion. The Twisted Challenges are just for fun, though, so there's no reward or scoreboard ranking for players who manage to pull off the feats of fancy—such as this month's Dragon Warrior III Twisted Challenge. If you want to try the DWIII challenge, start off by leaving Aliahan without recruiting any companions from the local tavern.

How far can you get through Dragon Warrior III for GBC without using a party?

– DRAGON WARRIOR III FOR GAME BOY COLOR

What's the smallest amount of money you can finish with in Luigi's Mansion?

– LUIGI'S MANSION FOR NINTENDO GAMECUBE

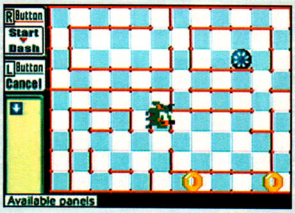
In Batman Vengeance for GCN, can you finish the Batmobile Chase without driving into any of the plant bombs?

– BATMAN VENGEANCE FOR NINTENDO GAMECUBE

CONSTRUCTION ZONE

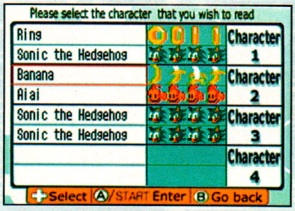
Sega's ChuChu Rocket for GBA stars cats and mice, but you can replace the critters with some of Sega's other popular characters by using the game's Let's Create a Character Mode. Refer to the picture grids below to create a Super Monkey Ball or Sonic the Hedgehog theme for your game. To soften the edges and add dimension to your creations, select Color then edit your palette. By adjusting the amount of red, green and blue in your colors, you can create subtle shading effects. Once everything's picture perfect, save your characters—the upper save slot replaces the mice while the bottom save slot replaces the cats.

CHUCHU ROCKET!



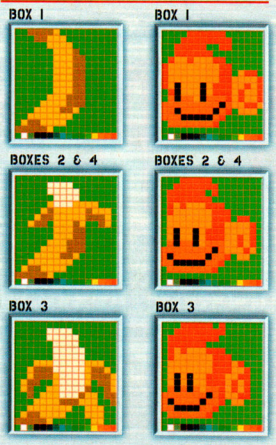
Aiai the monkey can chase bananas, and Sonic the Hedgehog can chase rings in ChuChu Rocket. Re-create the grids on the right in the game's Let's Create a Character Mode.

CUSTOM CHARACTERS



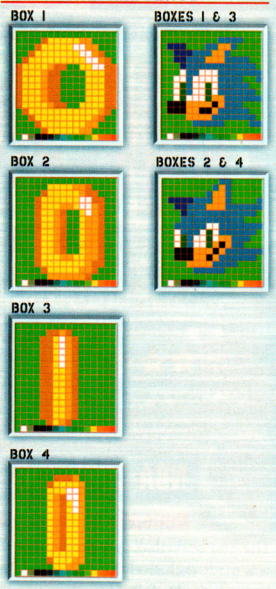
To replace the cats and mice with the characters you've created, select Options from the main menu then choose Character.

SUPER MONKEY BALL



The game refers to each frame of character animation as a box. For some frames, you'll need to reuse an image. Copy the picture, then paste it into the appropriate box to save time.

SONIC THE HEDGEHOG



VOL. 152 ANSWERS: *Pokémon Puzzle League*

Puzzle 1: C7 ↔ D7
Puzzle 2: C3 ↔ D3, C3 ↔ D3 (while the first move is in motion)
Puzzle 3: C5 ↔ D5, C2 ↔ D2 (while the first move is in motion), D3 ↔ E3 (while the first two moves are in motion)

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received befor March 4, 2002.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDO.COM

NINTENDO POWER ARENA V.153
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v153" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V. 153, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 3/4/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 4/1/02, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 4/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 4/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES FEBRUARY 2002

EXCELLENT ★★★★★ GREAT ★★★★ GOOD ★★★ SO-SO ★★ POOR ★

NBA COURTSIDE 2002

Nintendo starts basketball season on the GCN.

The first basketball game to bounce onto the GCN was made exclusively for the console, and Nintendo has redrafted Left Field Productions—the creator of the series for the N64—to guarantee that NBA fans get the hardwood hit they're after. With NBA Courtside 2002, the developers at Left Field prove they've got game, and they've stuffed the hoopster with loads of realism. The complete roster of all 29 NBA teams has been painstakingly designed with detailed face-mapping and accurate body types (right down to Allen Iverson's tattoos), so there's no mistaking who's playing. On the court, realistic sim-style action dominates Quick Play and Season Modes, but the true-to-life game play is never so complex that it slows down the action. Innovative use of the C Stick enables you to pass in one direction while you can use the Control Stick to move in another. You can call one of 11 defensive or 22 offensive plays in an instant, and you can pump up the jams, pulling off sweet fakes and steals when you've filled up the Adrenaline Meter.

In addition to the five-on-five fun, you can play Skills Mode's 3-Point Contest or go for in-your-face street b-ball in Arcade Mode. The three-on-three games played on the rooftop court feature Hotspot shooting zones worth bonus points, and the mode's supercharged physics and over-the-top action make it seem like you have NBA Jam as a minigame. With great sim style and arcade jams, NBA Courtside 2002 nets the best of both worlds.

COMMENTS: Alan—It looks incredible. The bad points? They increase the difficulty by ramping up the opponents' shooting percentage. Scott—In real life, not even Kobe makes every shot. George—Smooth animation and great action make it fun for any fan.

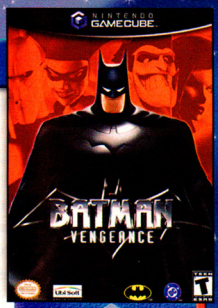
- Nintendo 7
- 1 to 4 players simultaneously

ALAN	★★★★
ANDY	★★★★
GEORGE	★★★★
JASON	★★★★
SCOTT	★★★★

EVERYONE
E
CONTENT RATED BY ESRB

BATMAN VENGEANCE

Ubi Soft has created a Batman experience as rich as Bruce Wayne.



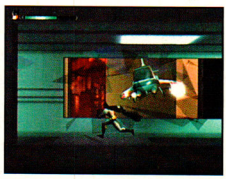
- Ubi Soft
- 1 player

ALAN ★★★½
GEORGE ★★★½
JASON ★★★★
JENNI ★★★½
SCOTT ★★★★

TEEN T — CONTENT RATED BY ESRB — Violence

Sure to brighten the days of Dark Knight fans, Ubi Soft's Batman Vengeance is a heroic triumph for comic-based games, deftly blending the seething cinematics, brooding feel, beefy action and art deco stylings of the WB animated series.

Batman Vengeance boasts over 40 minutes of beautiful 3-D cut scenes that'll knock your Bat-socks off, and Ubi Soft has added plenty of substance to the style. The game features secret cheats to find and combo-activated attacks to earn, and the 23 levels sport varied game play ranging from biff-bang-pow fisticuffs action to hot pursuit in the Batmobile to brain-bending puzzles (the truly innovative Netwire Puzzle plays like a futuristic Rubik's Cube). Through a series of intertwining capers starring the Joker, Harley Quinn, Mr. Freeze and Poison Ivy, you'll slowly unravel the story, and thanks to a finely crafted script, the all-star appearances never seem contrived. The cartoon's original cast supplies the voices, but it's the game's super production that's the real star. The gadgets, environments, situations, 5.1 Dolby Surround sound and animation are all slick. Even Batman's cape acts cool—Ubi Soft has programmed it with its own AI so it realistically flows and billows with your every move. Insider touches—including an area where you play as Batman's undercover alter ego, Matches Malone—are sure to please Bat-fans. If you loved the cartoon, you'll go batty for Vengeance's complete and polished package of Caped Crusading.



COMMENTS: Alan—I *love* how much this game looks like the cartoon. Scott—The cinema scenes are all the motivation you'll need to play this game. Jenni—It seems like the cruddy camera angles were borrowed from the '60s TV show, but mostly, this is a fun little adventure.

CEL DAMAGE

Buckle up for a head-on collision with cel-shaded animated mayhem.

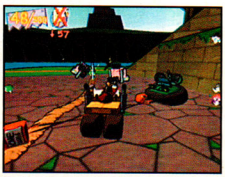
- EA
- 1 to 4 players simultaneously

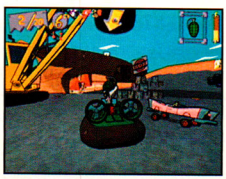
ALAN ★★
GEORGE ★★★★★
JASON ★★★
JENNI ★★★
SCOTT ★★★½

TEEN T — CONTENT RATED BY ESRB — Comic Mischief Violence

Though its smash-'em-up setup is sure to make EA's demolition derby a multiplayer fave, Cel Damage's big claim to fame is that it's the first cel-shaded game for a Nintendo console. For those not in the know, cel shading is a graphical effect that mimics the look of cartoons—right down to their flat colors and black outlines. Cel shading was first introduced to gamers in Jet Grind Radio for the Dreamcast, and the GCN's first taste of the art form will make players feel like they're cruising through a Gorillaz music video. The wonderful graphics and bad-to-the-bone character design gas up the game with gallons of attitude, but some might argue that the game's cel shading is merely a gimmick that gives a cartoony paint job to what is otherwise Vigilante 8.

Miles ahead of V8 in the zany, frenetic action department, CD shifts the hit-and-run fun into overdrive by putting you in a pack of seven drivers who can wield 34 different weapons. The fender-bender's 12 areas are conveniently small to maximize your run-ins and tighten up the unrelenting action, and the pedal-to-the-metal thrills are always chaotic. Regardless of the mode you play—Smack Attack, Flag Rally or Gate Relay—the energetic action often gets too fast and furious to keep up with. But it's that over-the-top excitement mixed with the game's tight steering, funky look and groovy tunes and EA's "stretch and squish" physics engine that makes Cel Damage a wild ride.





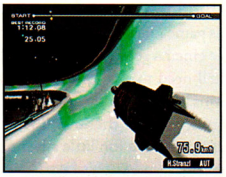
COMMENTS: Scott—The action is intense, especially when you can be clobbered at almost any moment. Jason—It's fast, wild and brainless—to survive, just drive in circles while attacking like crazy. Alan—The courses are too small for the type of frenetic game play it offers. George—Pure loony fun.

ESPN INTERNATIONAL WINTER SPORTS 2002

Stay cool with Konami's 10-event sports extravaganza.

Button-mashing decathlons like ESPN International Winter Sports fall into an unusual subgenre of sports games, since they tend to highlight timing and rapid-fire button tapping rather than technique specific to the event. In the Moguls event, for example, you don't have to worry about steering along the fall line—you'll automatically find the perfect path between the bumps by tapping L and R alternately in perfect rhythm. While it may not convey the sensation of the event, Konami's test of dexterity will please fans of rat-a-tat tapping.

For gamers who want more control, the Downhill, Slalom and Bobsleigh competitions are good bets, because they give you the freedom to swerve and steer wherever you see fit. The Halfpipe event isn't as freestyle as it should be since you can bust out only the combo that appears on-screen. The action freezes to display the required trick, so the stop-and-go setup might disappoint fans of fast and smooth stunt games like SSX Tricky. While most of the game's 10 events offer fleeting satisfaction, Curling and Figure Skating whip up replayable fun. Curling demands strategy and precision, while Figure Skating's rhythm-game format turns the sport into a zippy version of PaRappa the Rapper on ice. If you like quick fixes of short-term entertainment and dig games that test your motor skills, you won't be left cold by Konami's decent-looking mishmash—you'll be cool with it.



COMMENTS: Andy—Until we get PaRappa, I'll be playing the Figure Skating event nonstop. I felt so . . . graceful. Scott—The play control in some events tries to mimic the physical experience of the real event. Unfortunately in many cases, the Controller functions are just awkward and unintuitive.

- Konami 3
- 1 to 2 players simultaneously

ALAN ★★★½
ANDY ★★★★½
GEORGE ★★★½
JASON ★★½
SCOTT ★★

EVERYONE E CONTENT RATED BY ESRB

SMASHING DRIVE

Hit the streets and everything on them in Namco's reckless racer.

Crazy Taxi paved the way for insane cabbie games, but the third taxi racer to hit GCN shares little in common with the drive-and-deliver setup of the Sega game. Like Crazy Taxi, Namco's Smashing Drive gives you the keys to a virtually unstoppable cab that can plow through traffic and bounce cars in the air like they're toys. From there, the similarities end—Smashing Drive owes more to San Francisco Rush because it sends you on a reckless race down city streets stocked with outrageous shortcuts.

The Risky Routes are the highlight of the game, and you can smash through buildings and launch from makeshift ramps to find score-boosting bonuses hidden in the levels. Cool detours include crashing through glass-encased exhibits in a museum shortcut, speeding across a passing boat, catching a lift from a water fountain, and defying gravity on a vertical cruise up the side of a skyscraper to chase King Kong. Based on an arcade game, Smashing Drive was designed to keep you on the go, so you'll rarely spin out or get hung up when you scrape by obstacles or building corners. To prevent the fast-paced action from screeching to a halt, the game lines the edges of your path with invisible barriers that help funnel your cab down the right track. Paired with power-ups (such as monster truck tires and a horn that blows up traffic), the sleek design lets Smashing Drive do what it's supposed to—deliver 10 courses filled with high-speed, reckless thrills and instant arcade fun.

COMMENTS: Scott—Smashing Drive goes even further than Crazy Taxi in the destruction department. Alan—The graphics are pretty subpar and there's not much game here, but it's a total blast while it lasts. Jenni—This easily has the worst in-game music I have ever heard.

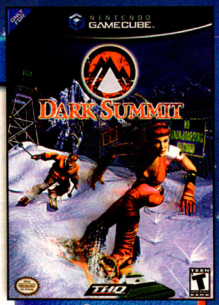
- Namco 1
- 1 to 2 players simultaneously

ALAN ★★★★
ANDY ★★★★½
GEORGE ★★★★
JENNI ★★★
SCOTT ★★★★½

TEEN T Violence CONTENT RATED BY ESRB

DARK SUMMIT

Snowboard on a mysterious mountain in THQ's chiller.



Turning snowboarding into an objective-based adventure, THQ is taking stunt gaming to uncharted regions, and one of those places seems to be the Twilight Zone. Dark Summit's eerie tale unfolds on Mt. Garrick, a one-time haven for boarders that's been turned into a restricted area by the shady authorities who have something to hide.

As you shred, flip and jib on your board using the simple trick system, the snow won't be the only thing giving you the chills—THQ has successfully created a mysterious and paranoid atmosphere. Spacey lighting and top-notch audio, including moody music and stern warnings echoing from the slope's loudspeakers, set the tone for an avalanche of intrigue. To reach the summit, you must complete mission objectives, such as finding a bomb or outrunning the villainous ski patrol. The six runs sport plenty of objects to smash, and you and a friend can compete in Wrecking Ball Mode to see who can cause the most damage on the slopes. A race and halfpipe competition are also available for head-to-head action, while the one-player mission offers 45 challenges. The tasks can get repetitious and the tricks aren't as elaborate or wild as SSX Tricky's mad stunts, but the unlockable rewards and cool story will keep you motivated. Moreover, you have the freedom to snoop around the spooky slopes without time constraints, and that helps give Dark Summit a creepy, cliff-hanging edge.

COMMENTS: Alan—You don't feel like you're boarding on snow so much as hovering on top of it. Andy—The control felt floaty at first, but it made sense the more I played. Overall, I didn't want to stop playing. Scott—The tricks are fairly easy and the control is solid, if not quite as realistic or spectacular as SSX Tricky.

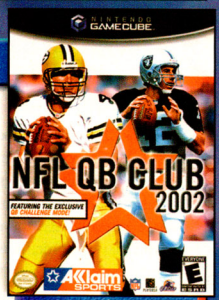
- THQ 4
- 1 to 2 players simultaneously

ALAN ★★★
ANDY ★★★
GEORGE ★★★½
JASON ★★★
SCOTT ★★★★

Comic Mischief
Mild Language

NFL QB CLUB 2002

Join the club for sim football action and quarterback challenges.



Charging ahead with gridiron gaming for GCN, Acclaim's NFL QB Club 2002 boasts helmet-rattling action starring hundreds of players from all 31 pro football teams. For the game's on-the-field modes—Practice, Exhibition, Season, Play-offs, Simulation and Quarterback Challenge—NFL QB Club 2002 arms you with many moves to juggle, including fake-outs, dive tackles and stiff-arm shoves. The sim action's bulked up by variable weather, dual commentary, over 300 play combinations to call and real-time field deterioration, but what really sets QB Club apart from other NFL games is its exclusive Quarterback Challenge. In the unique competition, you can play as a current QB or as a hero from the past, such as John Elway or Dan Marino. The retired players will join your rosters if you score big in the challenge's long-bomb contests, accuracy tests and other trials of pigskin-passing prowess. For high-pressure fun, Simulation allows you to set up situations to see if you can score. In General Manager Mode, you can trade players or build your own character from the cleats up. The modes are nice, but they're not as slick, smooth or deep as the ones in Madden NFL 2002. If Madden was too complex for you, QB Club's basic action might be the NFL game to tackle.

COMMENTS: Scott—The dropped passes were just inexplicable. You hit the receiver right on the numbers and he drops the ball. At times, the animation skips frames, making the game look jerky. Alan—Madden is far and away the better game. QB Club has shoddy graphics, iffy play control and a tiny list of options and modes. George—While it doesn't have the complexity or polish of Madden, the Quarterback Challenge offers something different.

- Acclaim 39 season 39 play-off 1 settings 1 Create-a-Player
- 1 to 4 players

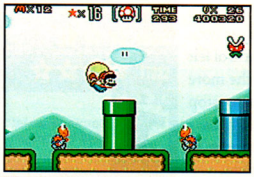
ALAN ★★
ANDY ★★★½
GEORGE ★★★½
JASON ★★½
SCOTT ★★★

SUPER MARIO WORLD: SUPER MARIO ADVANCE 2

Revisit a world of tried-and-true Mario fun.

Over 10 years since its release on the Super NES, Super Mario World resurfaces on GBA, and the classic Marioesque action that has become the standard in side-scrollers is well worth rediscovering. Super Mario World was the game that introduced Mario (and gamers) to Yoshi and it was also the platformer that gave Mario a cape so he could fly. In Super Mario Advance 2, Super Mario World has been faithfully recreated so you can ride Yoshi and hop and bop your way across all 74 of the original levels. Every step is paved with familiar Mario game play, including bonking blocks to uncover hidden power-ups and supersizing yourself to toast enemies with Fire Flowers. Along the way, you'll have 96 exits to uncover (many of them are hard-to-find secrets), and the 2002 version of the game gives you the new option to explore Super Mario World as Luigi.

Mario and Luigi handle differently, and you can use the siblings cooperatively or competitively in the multiplayer version of the arcade hit, Mario Bros. Up to four players can join in the Koopa-kicking action, and the multiplayer mode is Game Link compatible with the Mario Bros. Mode in the original Super Mario Advance (the multiplayer versions are identical). After all these years, the big adventure and arcade smash still hold up, and playing them will remind you why Mario's a star.



COMMENTS: George—Super Mario World was the best side-scrolling action game of all time when it was released over 10 years ago, and it still is the best today. Jenni—Super Mario World is a brilliant platformer, full of all the things the world loves Mario games for—creative level design, excellent challenges and tricky secrets.

- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Single- and Multi-Pak)
- Compatible with Super Mario Advance

ALAN	★★★★½
ANDY	★★★★½
GEORGE	★★★★½
JASON	★★★★½
JENNI	★★★★½

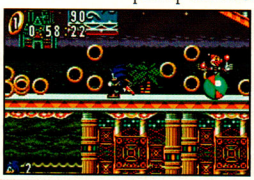
EVERYONE E CONTENT RATED BY ESRB

SONIC ADVANCE

The hyperactive hedgehog finds a new home.

Sonic the Hedgehog is celebrating his 10th anniversary, and the occasion is even more momentous because the milestone is marking his first-ever appearance on a Nintendo game system. Sega's mascot is racing onto GBA thanks to publisher THQ, and you can play as Sonic, Tails, Amy or Knuckles in the multiplayer Vs. Mode or the 14-level side-scrolling adventure. As its name suggests, Sonic Advance is all about supersonic speed, and you'll blaze through loop-the-loops, launch off springy bumpers and dash across roller-coaster layouts. Keeping things under control while moving at high speeds is what makes the game fun, and you'll have to be careful that you don't charge past precious rings or fall off a floating platform.

The graphics are colorful and look as sharp as the spikes on the harried hedgehog's head, and the vibrant levels are always creative. One zone is set up like a pinball machine, and, quite fittingly, you'll find yourself flipping and ricocheting like a bouncing ball. Pinball best describes your whirlwind adventure, since it almost feels like you're zipping through a pinball machine when you're not dodging enemies or navigating platforms. For calmer game play, you can hatch a Chao critter and raise it like a virtual pet using your winnings from Little Chao Garden's minigames. Eventually, you'll be able to connect the game with the upcoming Sonic Adventure 2: Battle, and that's all the more reason to pick up this surefire hit fast. Lightning fast.



COMMENTS: Jenni—The different characters change the game play so much it's almost like adding levels to the game. Jason—This is classic Sonic—turbo-charged action set in well designed side-scrolling worlds.

- THQ/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Single- and Multi-Pak)

ANDY	★★★★
CHRIS	★★★★
JASON	★★★★½
JENNI	★★★★
SCOTT	★★★★½

EVERYONE E CONTENT RATED BY ESRB

SHANTAE

You'll dream of genie games thanks to Capcom's top-notch adventure.

Developer WayForward Technologies has consistently created first-rate Game Boy Color games, including the RPG-flavored stunt game Xtreme Sports, and the superb supernatural side-scrollers, Wendy: Every Witch Way and both Sabrina games. For Capcom, WayForward continues its impressive tradition with Shantae, a must-have adventure that is more difficult, ingenious and exciting than its charming graphics might lead you to believe. Simply getting to the first dungeon in one piece is tough!

As Shantae, a genie in training, you must traverse treacherous overworld areas teeming with monsters so you can explore nicely designed dungeons stocked with difficult enemies and even harder puzzles. As you free trapped genies, you'll learn combo-activated dance moves, which will transform Shantae into various creatures. As a monkey, she can climb to places that were previously unreachable, while her elephant form enables her to ram barricades. Dance moves also figure into Shantae's rump-shaking minigame, which is an irresistible rhythm challenge. The rough-and-tumble platformer features plenty of items to collect, keys to find, moves to learn and goodies to buy, and the energetic game shines with inspired level design, quirky characters and snappy dialogue. WayForward and Capcom have unbottled a genie who'll rub gamers the right way, and Shantae grants what action and adventure fans have been wishing for—a truly difficult game that never fails to be fun.

COMMENTS: Jenni—Many GBA developers should be hanging their heads in shame at the way this GBC game outclasses their work in looks, game play and general excellence. Jason—It's a supremely tricky and satisfying game that grooves with spirited action and tests of rhythm and reflexes. Scott—This is a full-fledged adventure.

- Capcom/32 Megabits
- 1 player
- Secret character and mode available when played on GBA

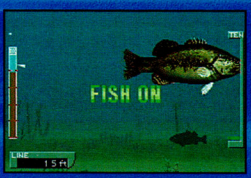
ALAN ★★★★★
GEORGE ★★★★★
JASON ★★★★★
JENNI ★★★★★
SCOTT ★★★★

EVERYONE E — Mild Violence

ESPN GREAT OUTDOOR GAMES: BASS 2002

- Konami/16 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E



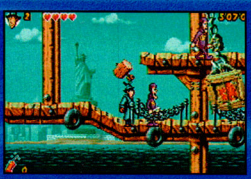
A great catch for fishing aficionados, ESPN Great Outdoor Games: Bass 2002 will wow gamers with its wonderful scenic landscapes, realistic sounds and quaint, calming game play. Bass 2002 is hip-deep in tough challenges, too, and you'll have 30 lakes to fish in, 15 lures to use and a variety of bass to catch. The underwater view shows off how real the fish look and behave, and the addictive game will have many falling for it hook, line and sinker.

ALAN ★★★★
ANDY ★★★★
GEORGE ★★★★
JASON ★★★★½
JENNI ★★★★

INSPECTOR GADGET: ADVANCE MISSION

- DreamCatcher/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Mild Violence



The bumbling, gizmo-enhanced detective from the '80s animated series stumbles his way through another caper, and this time it's on GBA. DreamCatcher's eye-catching side-scroller lets you use Inspector Gadget's goofy contraptions (such as his helicopter hat), and you can also play as Penny or Brain. Each character has unique abilities, so if you like character-swapping platformers filled with cleverly hidden goodies, go go for Gadget now.

ALAN ★★★★★
CHRIS ★★★★½
GEORGE ★★★★★
JASON ★★★★★
JENNI ★★★★★

MONSTERS, INC.

- THQ/32 Megabits
- 1 player
- Over 20 levels

EVERYONE E

With sensational graphics that do justice to the Disney/Pixar flick, Monsters, Inc. will be a scream for very young players. As Sulley, you must explore bedrooms to scare up the missing pieces of Boo's shredded closet door. The level layouts are randomly generated, so THQ's side-scroller is different every time. The tame action (simply step aside to avoid danger) is perfect for tots, but it'll put older players to sleep—regardless of what's hiding in their closet.

ANDY ★★
GEORGE ★★★½
JASON ★★★½
JENNI ★★★½
SCOTT ★★

NBA JAM 2002

- Acclaim/32 Megabits
- 1 player
- 6 modes

EVERYONE E CONTENT RATED BY ESRB

Shoot for NBA Jam 2002 if you're looking for arcade action, monster jams and two-on-two b-ballin' fun. Acclaim hits the hardwood with over 140 NBA players, and they all boast signature and special moves. Superb sound effects and fast, insane "on-fire" action is classic Jam through and through. It's unfortunate that the game is for one player only, but solo hoopsters will be busy enough playing Season games and combo-crunching matches of Horse.

ALAN ★★★½
GEORGE ★★★
JASON ★★★
JENNI ★★★
SCOTT ★★★★

PLANET MONSTERS

- Titus/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

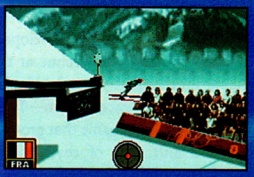
In Titus's fun maze game, you shove and slide the blocks that form a maze so they slide into patrolling enemies. The concept is reminiscent of Sega's early '80s arcade game Pengo, and Planet Monsters takes the concept into a new galaxy by adding warps and goofy power-ups like springs that enable you to bounce over maze walls. Catchy music, silly graphics and old-school action highlight a likable romp that arcade fans will dig.

ANDY ★★★½
GEORGE ★★★
JASON ★★★★
JENNI ★★★★
SCOTT ★★★★

SALT LAKE 2002

- Ubi Soft/32 Megabits
- 1 to 4 players alternating
- 6 events

EVERYONE E CONTENT RATED BY ESRB



The "Official Video Game of the Olympic Winter Games" features 16 countries (but no real athletes) and six events. Up to four players can take turns competing in the Ski Jumping, Curling, Downhill Skiing, Bobsleigh, Snowboarding and Downhill Slalom events. The audio effects sound crude and the view of the action tends to be awkward for the downhill and Curling events, but the game gets a gold medal as far as variety and graphics.

ALAN ★★
ANDY ★★
CHRIS ★★
JASON ★★
JENNI ★★

SHEEP

- Capcom/32 Megabits
- 1 player
- 3 varieties of sheepherder and 4 varieties of sheep

EVERYONE E CONTENT RATED BY ESRB

The concept of Sheep sounds bizarre, but it turns out that running with the wool is altogether cool. As a sheepherding dog, you must race against the clock to chase a flock of sheep into a truck. The lively and gorgeous puzzler isn't fluff—it's charmingly fun with deceptively tricky game play filled with mazelike landscapes to navigate, hazardous farm machinery to dodge and bonuses to collect. Sheep offers shear puzzle excellence that's totally ewe-nique.

ALAN ★★★★★
GEORGE ★★★★
JASON ★★★★½
JENNI ★★★★½
SCOTT ★★★★

DOKAPON

- AIA USA/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Mild Violence

Just about every three-syllable game that ends with "on" is some sort of Pokémon-style game, and Dokapon is no exception. In the bold-looking RPG, you'll set traps to capture monsters that you can raise and recruit for battle. The turn-based combat revolves around the rock-paper-scissors concept (quite literally), and the high-risk battles aren't very forgiving. Nevertheless, Dokapon offers fun adventuring while freshening up the critter-catching genre.

ALAN ★★★★
ANDY ★★★½
JASON ★★★½
JENNI ★★★½
SCOTT ★★★

NO RULES: GET PHAT

- TDK/64 Megabits
- 1 player
- 5 worlds

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence

No Rules: Get Phat is a mad-shreddin' side-scroller on the funky tip. Struttin' with hip-hop flava and sweet, stylin' graphics, TDK's streetwise platformer thinks it's all that, but it's just frontin' with klutzy play control that gets the game all outta whack. In plain English, the five-levels of skating and alien busting action are trendy but frustrating. Moreover, the PaRappa-style combo-scratching boss battles are almost cool, but corny Get Phat just falls flat.

ALAN ★
GEORGE ★★½
JASON ★★½
JENNI ★★★
SCOTT ★★

RAZOR FREESTYLE SCOOTER

- Crave/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Like Tony Hawk on a scooter, Crave's stunt game rolls out easy-to-bust tricks that you can string together into major combos. As you scoot through the six parks, you must complete objectives, such as grinding for 500 feet or nabbing the collectible Wheels floating in the area. The controls are smooth and simple, and you can try out tricks at the Circus, on an Aircraft Carrier and in other strange locales. It might not be wildly original, but it works.

ALAN ★★½
ANDY ★★★½
GEORGE ★★★
JASON ★★★½
JENNI ★★★

SPONGEBOB SQUAREPANTS: SUPERSPONGE

- THQ/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

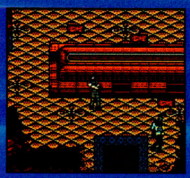
Based on the "Mermaid Man and Barnacle Boy" episode from SpongeBob's Nickelodeon series, THQ's side-scroller sends the squishy square on a quirky 20-level quest. Among the highlights are a showdown against the Flying Dutchman and a landlubber level where you must avoid drying out. As far as platformers go, SuperSponge is basic, but fans will love the action since it features more kooky SpongeBob fun than you can shake a spatula at.

ALAN ★★★½
ANDY ★★★★
CHRIS ★★
JASON ★★★½
JENNI ★★

RESIDENT EVIL GAIDEN

- Capcom/16 Megabits
- 1 player
- 3 characters

TEEN T CONTENT RATED BY ESRB — Blood, Violence



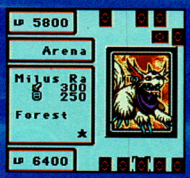
The popular survival horror series sets out to sea for a GBC voyage. As Leon or one of two other characters, you'll explore over 100 rooms on a cruise ship and submarine to battle the undead. Creepy music and top-view adventuring filled with 100 items convey the classic Resident Evil feel. For more frights, the action switches to a first-person perspective when you engage in combat. To attack, you must hit A when the roving meter passes through a target zone. The frantic setup makes confrontations intense and adds extra thrills to Capcom's nail-biter.

ALAN ★★★
GEORGE ★★
JASON ★★★½
JENNI ★★★
SCOTT ★★★½

YU-GI-OH! DARK DUEL STORIES

- Konami/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible

EVERYONE E CONTENT RATED BY ESRB — Mild Violence



In every episode of the Kids' WB! cartoon, Yugi and his friends play Duel Monsters, a card game that's sort of like poker with vicious Pokémon. In Dark Duel Stories, fans will finally be able to try their hand at the complex strategy game by strategically building decks of magical beasts and mystical spells. Graphically, the card art looks as fantastic as the show, but the action is static and full of still images. That's not to say that the duels aren't tough and full of dynamic interaction, but it's purely thoughtful gaming for Magic the Gathering fans and other hard-core card players.

ANDY ★★★½
CHRIS ★★★½
GEORGE ★★★½
JASON ★★★½
JENNI ★★★

MONSTERS, INC.

- THQ/8 Megabits
- 1 player
- Game Link compatible (Multi-Pak only)

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Totally different from the Game Boy Advance version, the Game Boy Color version of Monsters, Inc. is a tad more difficult and features more jump-and-collect action. In the 10-level side-scroller, you'll play as Sulley and Mike to carry out various missions, such as dodging toys to scare a sleeping child at the end of a room or collecting lost paperwork in the factory. Full of cheery music, nice graphics and cute story scenes, the GBC Monsters, Inc. is mainly intended for young gamers, but it'll also entertain older players who loved the movie and enjoy simple platformers.

ALAN ★★★½
ANDY ★★★½
GEORGE ★★★★
JASON ★★★★
SCOTT ★★★★

SABRINA THE ANIMATED SERIES: SPOOKED

- Simon & Schuster/8 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

From WayForward Technologies—the creators of Shantae—comes another delightful side-scroller for GBC. A straight-ahead platformer with some clever twists, happy graphics and nice design, Sabrina the Animated Series: Spooked is the teenage witch's second GBC game, and it's very similar to and just as fun as her first outing. Accessing hard-to-reach areas with Sabrina, Salem or the proper power-up makes up the bulk of the game play, and the tricky setup is always fun. It may not be as tough as Shantae, but it's equally bewitching and spellbinding.

ANDY ★★★½
CHRIS ★★★★★
GEORGE ★★★
JASON ★★★★
JENNI ★★★★½

CASTING CALL

Write a brief review and include your rating in stars for a current game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games online—just search for them at www.nintendo.com and click on "Cast your vote." We'll print reader ratings and portions of constructive and insightful reviews in future Now Playing articles.

BATMAN VENGEANCE

- Ubi Soft

Readers' Average Score at www.nintendo.com

See page 149 for more info

TEEN T — Violence

CRAZY TAXI

- Acclaim

Readers' Average Score at www.nintendo.com

See Now Playing v.152 for more info

TEEN T — Mild Violence, Strong Language

HARRY POTTER AND THE SORCEROR'S STONE

- EA

Readers' Average Score at www.nintendo.com

See Now Playing v.152 for more info

EVERYONE E — Comic Mischief

GUEST REVIEW

Zurahn from Sarnia, Ontario

GOLDEN SUN

- Nintendo

EVERYONE E — Mild Violence

"I played Golden Sun and was blown away! Excellent graphics and sound add extra effect to the compelling story and game play. The battle system is very thorough and easy to use and should please any RPG fan. The story scenes do tend to drag on a bit, but not without meaning for the most part. The area you travel through is fairly large, and it takes a good while to cover. RPGs don't get much better than this."

—Zurahn

Guest Reviewer's Score

ZURAHN ★★★★★

see Now Playing v.150 for more info

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:

ANDY:

CHRIS:

GEORGE:

JASON:

JENNI:

SCOTT:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD EC — Early Childhood

TEEN T — Teen (13+)

ADULTS ONLY A — Adult (18+)

EVERYONE E — Everyone

MATURE M — Mature (17+)

RATING PENDING RP — Rating Pending

To contact the ESRB, call 1-800-771-3772.

NP 411

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Get complete game walk-throughs on the most popular games for the Nintendo systems. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out:

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Send your letters and art to:
Nintendo Power Player's Pulse
PO Box 97033
Redmond, WA 98073-9733

Player's Pulse Art of the Month Official Contest Rules

No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Promotion will be run monthly until Nintendo discontinues the Promotion (the "Term"). All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Promotion, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2002 and before one year after the end of the Term, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and broker-age fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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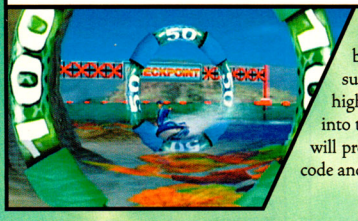
WAVE RACE® BLUE STORM

RICKY WINTERBORN WAVE RACE CHALLENGE



Deadline: March 11th

Welcome to the second Wave Race Challenge, hosted by Ricky Winterborn. Held in Dolphin Park under sunny conditions, this Stunt Mode challenge is to earn the highest possible total score from the course. To take the challenge, enter the password below into the game's Password menu. Choose any character. After you complete the race, the game will provide you a 24-character results code. To enter the contest, you must send your results code and top score on a postcard as detailed below.

USING THE PASSWORD

To access the Password menu, go to Options from the main screen and press X, Z and Start at the same time. Select the Password menu when it appears and use the Control Stick to select the numbers and letters in the password exactly as it is printed in the box on this page. If you enter the password correctly, a message will appear telling you what sort of challenge you've opened. Select OK to go directly to the race.

The competitor with the highest score will win a new 32" TV and a trip to Nintendo and Nintendo Software Technology Corp. in August!

YOUR CHALLENGE PASSWORD:

KTUPWNPD

Skip the first ring at the course start and veer left to catch some air off the first wave.

Grab more hang time and a stunt opportunity from the second wave that creps through the first arch.

RICKY'S TIPS:

Ricky Winterborn has the highest Stunt skill in Wave Race: Blue Storm, so he's a natural choice for a few insights into the Dolphin Park challenge. His main tips: The most obvious places to pull off stunts are from the ramps, especially the mega-ramp, but don't pass up the slight three-foot waves that sneak in. Squeeze them for the extra stunt points that could put you ahead of the competition. One wave rolls in from your left at the start; another rolls through the first arch.

SUBMITTING THE RESULTS CODE

Once you've completed the challenge, enter your initials to receive your 24-character code. Write it down, along with your total score. You can take the challenge as often as you like, but send in only your top score and its corresponding code on your Ricky Winterborn Wave Race Challenge entry. Make sure the letters and numbers are written clearly and in the correct order. Illegible or improper codes will invalidate your entry. Persons over 13 years of age can also enter online at **waverace-bluestorm.com/npenter.html**.

MAIL YOUR ENTRY TO:
RICKY WINTERBORN
WAVE RACE CHALLENGE
P.O. BOX 3481
REDMOND, WA 98073-3481

OFFICIAL CONTEST RULES: NO PURCHASE NECESSARY; PURCHASE WILL NOT IMPROVE ODDS OF WINNING. VOID WHERE PROHIBITED. Only U.S. and Canadian residents (excluding residents of Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. To enter print "Ricky Winterborn Challenge", your name, address, telephone number and Wave Race Password on a postcard, and mail the entry to this address: WAVE RACE, RICKY WINTERBORN CHALLENGE, P.O. BOX 3481, REDMOND, WA 98073-3481 or to enter online go to wavrace-bluestorm.com/npenter.html (only persons older than 13 years old can enter online). Enter as often as you wish. Entries must be received by 3/11/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 3/25/02, winners will be determined based on the game data contained in their Results Password with judging criteria favoring the highest score. In the event of a tie, the grand prize winner will be determined by the highest score attained by correctly answering a timed Wave Race quiz. NOA will attempt to notify winners by mail by 4/10/02. Prizes not claimed within 15 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning depend on number of entries. Grand Prize: One (1) winner will receive a television and a trip for two (2) to visit Nintendo Headquarters and NST (airfare, hotel accommodations, trip transportation and meals are included). Approximate Retail Value (ARV) of prize package is $4,000.00. Actual trip dates to be on August 1, 2002 to August 5, 2002. Travel not used on those dates will be forfeited. Airfare, hotel accommodations, and trip transportation is included in this trip. If under 18, winner must be accompanied by parent or guardian. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are August 1, 2002 to August 5, 2002. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). (If prize has high liability) IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. For a copy of these rules, or (after 3/25/02) a list of winners, send your request to the address above. VT residents may omit return postage. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

WAVE RACE DOLPHIN PARK SWEEPSTAKES

Deadline: February 28th

Though only the best score will win the Ricky Winterborn Wave Race Challenge on the opposite page, hundreds of entrants can win the Wave Race Dolphin Park Sweepstakes. Every month through June, you can enter a Wave Race sweepstakes for hundreds of prizes. All you have to do to enter this month's Wave Race sweepstakes is fill out a postcard and send it to the address noted below. Just one sweepstakes entry from each contestant will be valid, so you can win only once each month. Plunge into the Wave Race vortex and enter today!

PRINT THE FOLLOWING INFORMATION ON A POSTCARD:

DOLPHIN PARK SWEEPSTAKES

NAME
ADDRESS
TELEPHONE NUMBER

SEND YOUR CARD TO:
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DOLPHIN PARK SWEEPSTAKES
P.O. BOX 3580
REDMOND, WA 98073–3580

ENTER TO WIN:

- **One of 100 Wave Race CDs featuring the great sound track from Wave Race: Blue Storm!**
- **One of 200 Wave Race: Blue Storm T-shirts!**

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COMING NEXT ISSUE . . .

Volume 154 March 2002

Sonic Adventure 2: Battle

He fun, he's furry and he's blazing toward the GCN at breakneck speed. We'll catch up with Sega's hurried hedgehog next month for a strategy-filled review and find out what makes him run so fast.

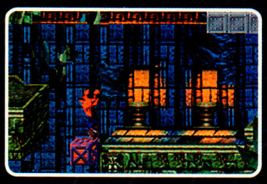
NBA Street

Nintendo Power will be taking it to the streets with March madness NBA-style when we jam on latest basketball sensation from EA Sports Big. It's a rim-busting block party that is pure fun on both ends of the concrete court.

18-Wheeler: American Pro Trucker

Breaker one-nine, this here's the American Pro Trucker. We've got a GCN convoy and we're about to put the hammer down. Dial up Nintendo Power next month and head off on an all-night cross-country ride. That's a big 10-4.

Crash Bandicoot



Crash Bandicoot is coming in from the Nintendo parking lot and making his way onto Game Boy Advance. Next month, he'll reach the pages of NP and complete the video game mascot triumvirate with Mario and Sonic.

PLUS!

- SUPER MARIO WORLD: SUPER MARIO ADVANCE 2
- PAC-MAN WORLD 2
- SOCCER SLAM
- 2001 NINTENDO POWER AWARDS NOMINATIONS
- PINBALL OF THE DEAD

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Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars*: Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun—Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II: Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

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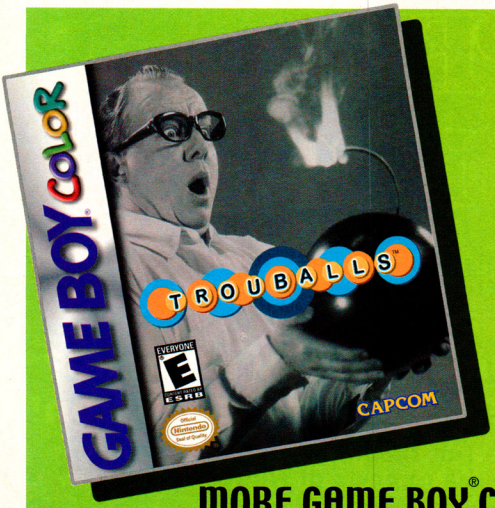

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SUPER SMASH BROS.™ Melee

BEATEN BY BOWSER? PUMMELED BY PIKACHU? MANGLED BY MARIO? WE'VE GOT THE SOLUTION!

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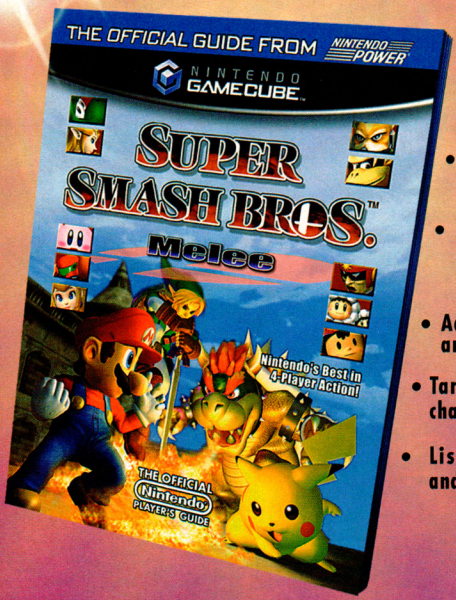

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